

Town Cryer



Published on the first Angestag of each Mannslich.

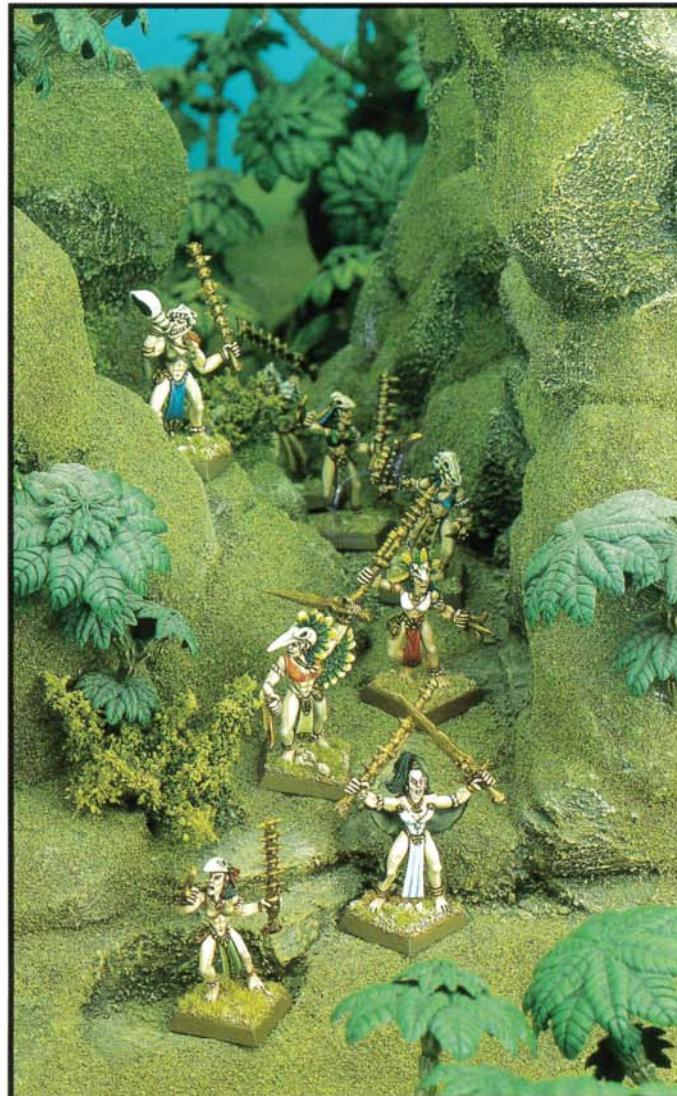
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GIRL POWER!

FIERCE WARRIOR WOMEN DISCOVERED IN LUSTRIA

Wild tales abound of a tribe of fierce warrior women living deep within the New World continent of Lustria. Recently the jungle has erupted into rivers of blood and many explorers and traders have been slaughtered apparently by wild, screaming female warriors. These savages are also claimed to be fearsome head-hunters who attack without quarter all that disturb their peace or trespass on their territory. It is reputed by the few lucky survivors that these lost maidens are as fair as they are ruthless. It is also claimed that many foolish men are easily enticed by these she-devils and end up with their heads upon poles in some grisly and bizarre pagan ritual. All are advised to kill these fell creatures and to avoid any islands on the Amaxon river. There is a new peril in Lustria and goes by the name of the AMAZON...

A recent account has brought news of the discovery of a new island near Norsca in the Great Western Ocean. This island is almost impossible to fynde shrouded by sorcerous mists as it is. Mariners claim that it is haunted by the ghosts of dead sailors but brave adventurers deny this and lay wild claims about vast riches and fell beasts and even worse weather.



Here
Within



An account from
the brave souls
shipwrecked on
the misty isle.

Khemrian mummy
found stalking the
streets of
Mordheim by
night.

More thoughtful
and learned
correspondence
from ye readers.

An alchemists
study of ye
properties of
Wyrdstone
shards.

Amazon Warband

Painted by Michael Anderson



SERPENT PRIESTESS



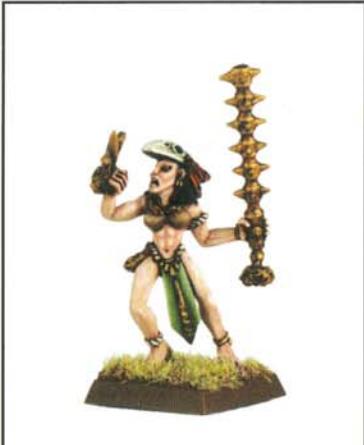
EAGLE WARRIOR



PIRANHA WARRIOR



JAGUAR WARRIOR



AMAZON WARRIORS



AMAZON WARRIORS

Read all about the new Amazon Warband on pages 16-30 of this magazine.



Ye Editor Speaks

So what's all this then? Girl power? Wild warrior women from the jungle? (Isn't that a 50's b-movie classic?) I think it's all gone a bit spice-girl-tastic if you ask me! Well then my degenerate scum do ye think that you can take on the ferocious might of the Lustrian Amazons, eh? I wouldn't get carried away with them and their skimpy outfits, t'was I you, for these wenches can certainly fight. You'll be bubbling away in a cauldron before you know it. If'n you have any sense ye'll arm yourself and prepare to fight as if you were fighting men or worse...

As if bad girls with attitude aren't, well, bad enough we've lost a couple of our foreign correspondents over seas with only a few garbled notes about the discovery of a new land. A new, mysterious land that is permanently shrouded in mist and harbours some very foul creatures indeed. This strange island is reputed to lie out in the Great Western

Ocean beyond even the frozen wastes of Norsca and it contains many secrets. Dare you tempt the fates of the dark gods by exploring this place known as Albion?

Well the time has come for us to bid a fond farewell to Lustria - Cities of Gold with this issue's final instalment. We have seen many wonders in that primaeval land and learnt many of her secrets but now is the time to move on. Our brave, if not slightly mad, explorers have set their sights upon another land. An ancient land of sun-baked deserts, wind-eroded pyramids and the curse of Undeath - Khemri - The land of the Dead. Yes, in forthcoming issues of this fine publication our treasure-hunters will relay information about the ancient lands of the Tomb Kings, the dangers and the booty to be found there.

So what are you waiting for? Get your gear and don't forget to bring your camel and plenty of water!

Steve

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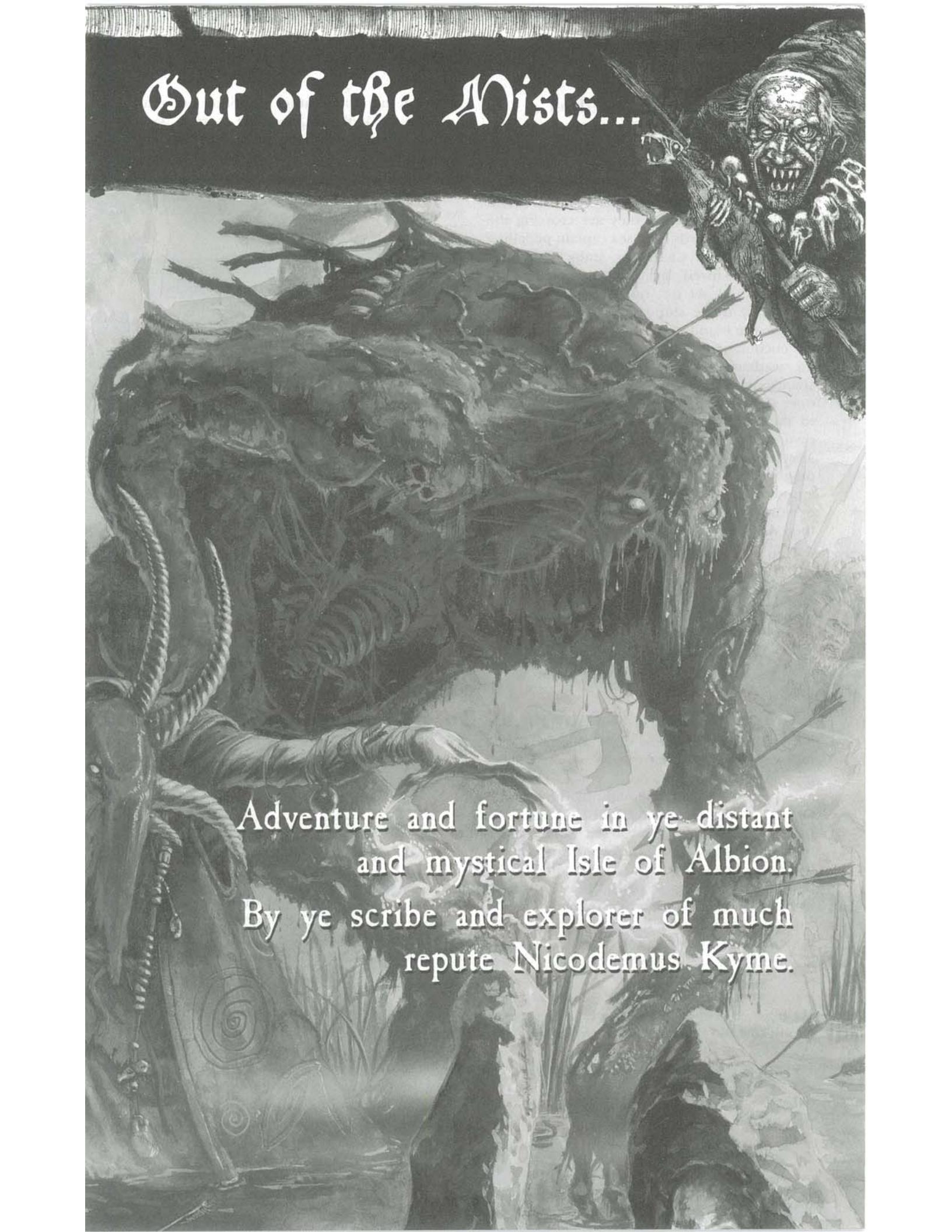
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Out of the Mists...



Adventure and fortune in ye distant
and mystical Isle of Albion.

By ye scribe and explorer of much
repute Nicodemus Kyme.

Across the Sea to Albion...

Adventures in the setting of Albion can be played as 'stand-alone' games or they can form part of existing Mordheim campaigns. Warbands stumble across the island of Albion by chance, enshrouded as it is from the world by thick mists. Perhaps they are crossing the seas as hired swords for a sea captain pedalling goods to distant Cathay or Araby. They may have been lured by rumours of ancient treasures and set out on a quest to recover them only to be shipwrecked and forced to explore the island. In any instance (and players are encouraged to devise their own narratives) the warbands take to the seas and by pure chance discover Albion, decide to explore, and once they have gathered enough booty, return to the Old World allowing the campaign to resume. To fully appreciate adventures in Albion, games should be played as part of an on-going campaign in Mordheim or Lustria, by any warband and represent the warbands exploring further a field before returning to their original campaign setting.



The Misty Isle of Albion

Shrouded by an impenetrable mist for aeons the secrets of this inhospitable country are a mystery. But the promise of untold treasures and a powerful magic wrought by the mystical Ogham Stones throughout the land lures the unwary and the boldest of sea captains and treasure hunters. Brave to face the perils of the damned, the adventurers come, some to be dashed upon the rocks or swallowed by a fog from which there is no return. Others fall prey to the island itself: the rolling fens, impenetrable forests and dark quagmires within which unmentionable creatures are spawned. Yet there is more to this place, a powerful magic, a sense of struggle of a time to come so believe the soothsayers, and that the fate of the Old World is somehow linked to its mysteries...

Special Rules

Weather

If the creatures of Albion and its inhospitable countryside are deterrents to explore the land

of Albion then the weather is another powerful adversary. Fraught with terrible storms, beset by raging winds and battered by rain and hail, the weather of Albion is as inhospitable as its denizens. At the start of the game roll 2D6 on the table below to determine the nature of the weather.

2D6 Roll Weather Effect

2-3	Hailstorm. All shooting is reduced by -2 to hit. Any warriors in the open risk being battered by hailstones and suffer a strength 2 hit on a roll of 3+.
4-5	Driving Rain & Gales. All shooting is reduced by -1 to hit. Initiative is reduced by -1 for all leaping attempts and climbing.
6	Light Drizzle & Thick Fog. All warriors may only see 3D6 inches. This will affect charging, shooting etc. Initiative is reduced by -2 for all leaping attempts.
7-8	Light Drizzle. Commonplace and has no adverse effects.
9	Showers. Shooting is reduced by 1 to hit.
10	Torrential Rain. All movement in the open is reduced by -1. Fenland movement is reduced by half. Shooting is reduced by -2 to hit. Initiative is reduced by -2 for all leaping and climbing attempts.
11-12	Thunderstorm. All shooting is reduced by -2 to hit. Any warriors in the open risk being struck by lightning. On a roll of 5+, or 4+ if above ground level or within 2" of a tree, the warrior suffers D3 strength 4 hits with no armour save possible.

In each player's recovery phase roll a D6, on a roll of 1 or 2 reduce the current weather roll by one (i.e. if you rolled a 7 – Light Drizzle and in the recovery phase rolled a 2 then the roll is reduced to 6 – Light Drizzle and Thick Fog) and apply the new weather result for that turn. If you roll a 5 or 6 then increase the weather roll by one.

Ogham Stones

These ubiquitous monoliths are the symbols of power in the land of Albion. They are potent magical conduits capable of channelling a wizard's strength to a horrendous magnitude. In all battles in Albion there is a chance the

Man overboard!" the cry rang out from the masses. Captain Gant couldn't tell whom, the rising swell turning the air around him into a watery haze, his crew a desperate amalgamation of terrified faces. He peered over the edge of the ship's bough but could only see the black and impenetrable gloom of the water. Whoever had fallen in would be making their peace with Sigmar.

"He is lost, drive on men or we'll all be for that icy tomb!" Gant bellowed as his beloved ship was battered to the brink of destruction.

Gant lashed his hand to the wheel with a strap of leather and felt the rain pound against his body, screams of pain and defiance echoed through the storm behind him and he knew his crew were suffering. The lightning split the heavens and illuminated the scene like some grim animation, thunder deafened and the relentless water seemed to siphon away all but the strongest of resolve into its depths.

An almighty crack sounded through the chaos. Gant turned and saw to his horror that the main sail had collapsed onto deck, two men were crushed beneath and he could only watch as two more were sent screaming overboard. Panic filled the crew and some of the men abandoned their posts and prayed to Sigmar. Oars snapped and the thick coils that bound the sails tore free and lashed about the deck like furious vipers.

"Sigmar preserve us!" one man cried, collapsing into a penitent heap on the slick deck.

"Hold firm men, hold firm or we'll all be dead!" Gant tried to rally his men in desperation but knew it was hopeless. Their will had been broken and the few brave souls left could not hope to overcome the ferocity of the storm that beset them. Lightning cracked, thunder boomed and the rain lashed down like blades. Gant could see a huge wave loom large and menacing ahead of them, the frothing foam at its zenith reminded him of fangs, the blackness of the water a gaping maw. He closed his eyes and gripped the silver hammer hung from a chain at his neck.

"Lord Sigmar protect us," he whispered, not even sure if the words had passed his lips.

Then, abruptly and mysterious all was silent...

Gant opened his eyes and realised immediately that the storm had abated, yet all around him was an impenetrable mist the like of which he had never seen. It was disorientating and so thick that Gant could barely see what was left of his crew a few feet away. Worse still was a feeling of stillness, the water was like glass and an eerie graveyard silence pervaded the gloom. The ship drifted onward of its own volition as if possessed and Gant felt as if he were trapped in some daemonic void. For a moment he wondered whether they had all died and this was the afterlife.

In moments as abruptly as it had manifested the white mist evaporated and huge cliffs rose up like stony monoliths around them. Captain Gant realised they had drifted into a cove and that at least they were alive. For how long he did not know. The ship was all but destroyed; he was amazed it was still afloat such was the damage wrought by the storm.

Gant had been a sea captain for as long as he could remember. He had sailed throughout the Old World and beyond to some of the most inhospitable places capable of existing in the mortal world. He had maps and charts to continents and islands that most people had never even heard of, but this place...

"By Sigmar," he breathed, voice filled with trepidation, "where are we?"

warbands will discover an Ogham Stone. Before each scenario (except The Ogham Stones see below) roll a D6 on a roll of 4+ in addition to other terrain place a single Ogham Stone on the battlefield. Any spell caster within 2" of an Ogham Stone may add +1 to the roll

for casting spells whilst other wizards will have their powers siphoned away and suffer a -1 if the spells they are using are of a different allegiance. If both wizards are within 2" of an Ogham Stone then roll a D6 to determine who receives the bonus.

Fens

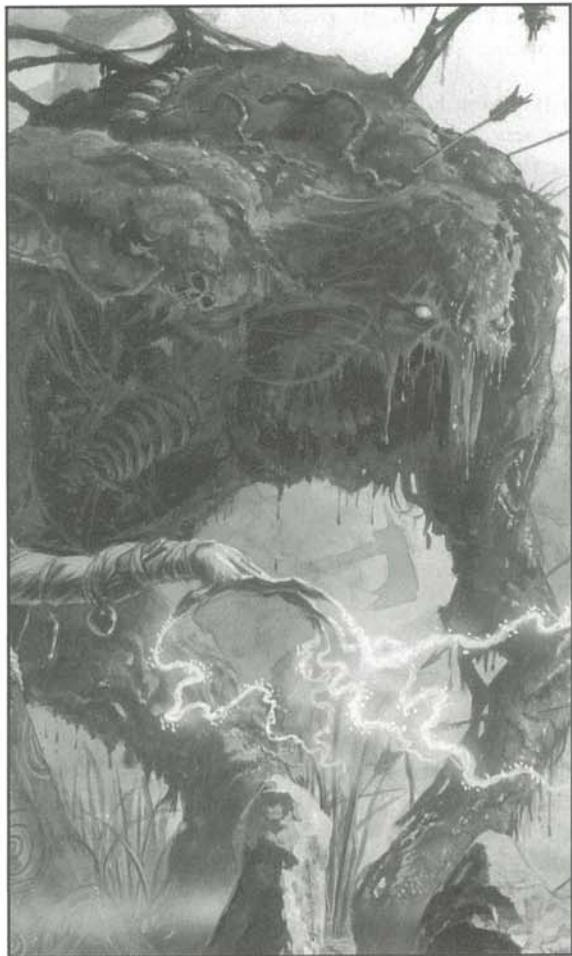
These are the dense areas of watery marshland that are commonplace throughout Albion. Fenland is difficult to traverse and can be moved through at normal pace but warriors may not run through it. Whilst traversing fenland it is possible to get 'bogged' down. If a warrior starts the recovery phase in fenland he must roll a D6, on a roll of 1 he is bogged down in thick mud and may not move this turn.

Log Causeways

These crude bridges offer a route across fenland areas. A warrior may only climb on a log causeway at either end. Movement is similarly restricted but there is no chance of becoming 'bogged' down. If warriors are fighting on a log causeway and one is either *Stunned* or *Knocked down* then they fall off the causeway and into the fenland on a roll of 1.

Trees

Large imposing firs are common-place in Albion. Large trees can be traversed in the same way as climbing up floors of a building. Assume all trees have two 'floors' and can therefore accommodate two warriors. All the normal advantages of being on higher ground apply.



Fenbeasts

Wrought by magical rituals from the souls of those slain in the marshes of Albion, the Fenbeasts are unliving creatures formed from the earth itself. If any warrior ventures into fenland terrain they may disturb a Fenbeast. Roll a D6 for each warrior within fenland or within 2" of fenland. On a roll of 1 the warrior has awakened a Fenbeast (do not roll for any remaining warriors as there is only ever one Fenbeast). The Fenbeast will appear within 2" of the warrior. It will not move until the start of the warband's next turn and will always act in this turn before the other warriors. It will always charge or run towards the nearest warrior. At the end of each turn roll a D6 for the Fenbeast, on a roll of 1 the magic binding it to the earth is weakened and it is slain. On a roll of 6 it is filled with some unknown Elemental Power and D3 of its lost wounds are restored. The Fenbeast's profile is given below:

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	5	5	4	2	3	10

SPECIAL RULES

Fen-walker: Fenbeasts may traverse fenland, quagmires and any other difficult terrain as open ground.

Fear: Fenbeasts are horrifying creatures and cause *Fear*.

Immune to Psychology: Fenbeasts are not affected by psychology and never leave combat.

Regenerate: When a Fenbeast is in any form of swampy terrain such as fenland or a quagmire they will regenerate one lost wound in the recovery phase on a roll of 4+.

Giants

Forged from the earth itself the Giants of Albion are its guardians. They are powerful creatures given to rage easily and often rampage throughout the land to deter would-be adventurer. Most of the larger Giants of Albion slumber in caves and are seldom ever seen by the eyes of man. Some of the younger, more naive beasts are given to sleeping in the open however, prey to monster hunters and thieves, which is of course if the young Giant does not wake.

It is possible that the warbands will encounter such a creature as they explore the island. Before each battle the player setting up first rolls a D6. If he scores a 1 the warbands have encountered a Young Giant. The player setting

up first places the creature after both warbands have set up and may not place the Giant within 6" of another model. Play then proceeds as normal. The rules for the Young Giant are given below:

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	5	5	4	2	3	8

SPECIAL RULES

Slumbering Brute: The Young Giant is initially sleeping. In each player's recovery phase roll a D6, on a roll of 6 the Young Giant awakes (add +1 to the roll for each model within 2" of the beast, it instantly awakens if attacked). The Giant's turn is always before the player's who woke it. It will always move towards the nearest model, charging if possible but will not attack a Truthsayer or Dark Emissary due to their close affiliation.

Fear: Huge and obese the Young Giant causes *Fear*.

Enraged: Waking from its slumber the Young Giant is very mad and will therefore not Rout for any reason.

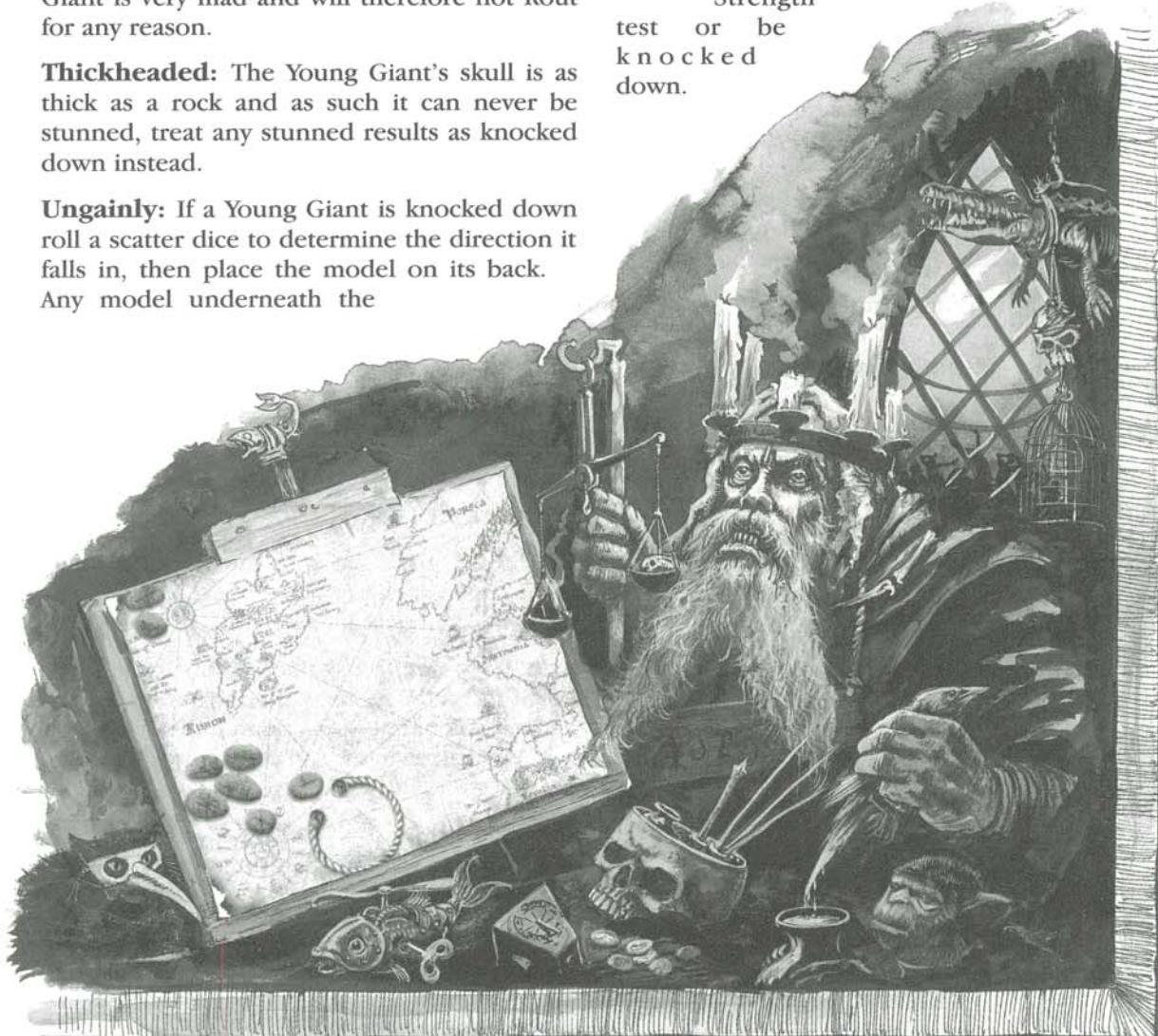
Thickheaded: The Young Giant's skull is as thick as a rock and as such it can never be stunned, treat any stunned results as knocked down instead.

Ungainly: If a Young Giant is knocked down roll a scatter dice to determine the direction it falls in, then place the model on its back. Any model underneath the

Giant must pass an immediate initiative test or suffer a strength 5 hit as the brute crushes them. The Young Giant automatically picks itself up next turn.

Rampage: When the Young Giant attacks it is a rampage of varied assaults. Roll a D6 to determine what it does.

- 1-2 **Swipe.** Attacks as normal.
- 3-4 **Stomp.** Makes a single attack at Strength 7 inflicting double wounds.
- 5-6 **Shout and Bawl.** All models within 4" of the brute must pass an immediate Strength test or be knocked down.



A Struggle for Power

Of all the mysteries of Albion perhaps the greatest is the purpose of the enigmatic figures known as Dark Emissaries and Truthsayers. These ancient wizards are erstwhile enemies and their secret battle hints at a greater struggle yet to pass. Dark Emissaries, servants of the Dark Master, a powerful and enigmatic figure are potentates of evil. They ally themselves with evil forces and seek to harness the power of the Ogham Stones for all manner of unknown and nefarious practices. Truthsayers, the druidic warrior-wizards, the benevolent protectors of the Ogham magic grant their aid and wisdom to the followers of Sigmar and his allies, their only purpose to thwart the Dark Master and his lackeys.

Dark Emissaries and Truthsayers feature in the scenario The Ogham Stones but if players wish they may be sought out for each battle in Albion in the same manner as Dramatis Persona. There is no hire fee for either character as they have their own agenda for joining the battle.

However, wherever there is one the other will



surely follow. If a warband successfully finds either a Dark Emissary or Truthsayer and the other warband does not then roll a D6 at the start of that warband's turn, on a roll of 4+ the opposing character appears to fight alongside the warband and is deployed at a random table edge (see 'Surprise Attack' for details). If the opposing warbands are both of 'evil' or 'good' alignment then the Dark Emissary or Truthsayer may not be sought out for the battle. The profiles for these two characters are given below:

Dark Emissary

Profile	M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	3	2	3	1	8

SPECIAL RULES

Staff of Darkness: +1 to his casting roll.

The Spiral: A symbol of the Dark Master. It is a potent icon that protects the wearer from harm. It grants the Dark Emissary a 5+ save that cannot be reduced by anything.

Wizard: The Dark Emissary is a powerful spell caster and knows four randomly determined spells of the Lore of Darkness.



Alignment: Dark Emissaries are evil wizards and as such will only fight alongside Possessed, Undead, Skaven and other evilly aligned warbands.

Truthsayer

Profile	M	WS	BS	S	T	W	I	A	Ld
4	4	3	4	4	4	2	4	2	9

SPECIAL RULES

Staff of Light: The staff can dispel a single enemy spell per turn on a roll of 4+. The staff also counts as a halberd.

The Triskele: The symbol of the Truthsayer's office this icon protects them from harm with its benevolent energies granting the Truthsayer a 4+ save, which cannot be reduced by anything.

Wizard: Truthsayers are powerful wizards and know three randomly determined spells of the Lore of Light.

Alignment: Truthsayers are benevolent wizards and as such they will only aid Sisters of Sigmar, Witch Hunters, Mercenaries and any other 'good' aligned warbands.

The Lore of Darkness

It is whispered amongst the wise that the Dark Master taught the Lore Of Darkness to his disciples in order to spread corruption throughout the world.

D6 Result

1 Bolt of Dark Light

The Dark Emissary conjures a bolt of malign power to smite his enemies.

The bolt has a range of 12" and causes a single Strength 5 hit against the first model in its path.

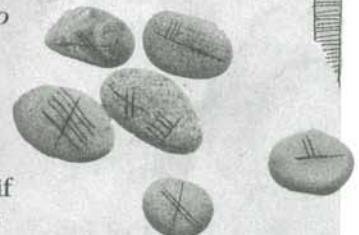
Difficulty 7

2 Betrayal in Death

Summoning all the curses of the Dark Master, the Emissary instils the vigour of the undead into a slain enemy forcing them to attack their comrades.

This spell will affect all enemy models slain in the shooting phase or close combat and lasts until the start of the caster's next turn. The enemies will reanimate as they are killed and attack their comrades. If not in combat the model will shoot if able, or charge if it has no missile weapons. If in combat the enemy will only make a single attack. After attacking the enemy will fall once more, dead.

Difficulty 8



3 Nightmare

A vision of a warrior's worst nightmares manifests before him instilling inner feelings of dread.

This spell may be cast upon an enemy model within 18" of the caster. The model must take an immediate fear test as if charged by a fear-causing enemy. If failed the model flees 2D6" away from the Dark Emissary.

Difficulty 7

4 Curse of the Dark Master

The Dark Emissary has the power to enfeeble his enemies, loosening their grip on their swords and debilitating their will with the cold touch of fear.

This spell can be cast upon a single model within 24" of the caster. All that model's rolls to hit for both shooting and close combat are reduced by -1 until the start of the caster's next turn.

Difficulty 8

5 Fog of Death

A deep and impenetrable fog cloaks the entire battlefield, filled with the vicious embodiments of nightmares. Chaos and fear ensue.

This spell affects every model on the board except the Dark Emissary. Enemy models are affected on a roll of 4+, while friendly models are only affected on a 6+. All models attacked by the nightmare creatures suffer a strength 2 hit. The fog lasts until the start of the caster's next turn and reduces line of sight to 3D6" for all warriors present which will affect shooting, charging etc.

Difficulty 10

6 Coils of the Serpent

The Emissary conjures a dark serpent of pure malign energy to ensnare and crush an unwitting adversary in its coils.

This spell may be cast upon a single enemy model within 6" of the caster. The model must take an immediate toughness test to fight off the deadly serpent. If failed the model is crushed to death and out of action. No saves of any kind will protect against this magic.

Difficulty 10

The Lore of Light

Only the Truthsayers know of the strange and powerful rituals of the Lore of Light and they pass this knowledge on to a few.

D6 Result

1 Wings of Fate

Difficulty 6

Using the powers of life itself, the Truthsayer conjures a flock of birds to sweep down and attack his enemies.

The flock has a range of 18" and may attack any model within this range of the Truthsayer. The enemy model suffers D3 Strength 2 hits.

2 Light of Battle

Difficulty 6

The power of light infuses one of the Truthsayer's allies, encasing them in a protective barrier of pure light.

This spell may be cast upon a friendly model within 12" of the caster. That model has an additional save of 5+ that can be reduced in any way against all attacks until the start of the Truthsayer's next turn.

3 Gift of Life

Difficulty 9

Life is at the essence of the Truthsayer's magic. Harnessing all of his power the Truthsayer restores a fallen comrade miraculously back to life!

This spell may be cast upon a friendly model slain in the previous enemy turn. The model is immediately restored back to life with 1 wound remaining and should be placed as accurately as possible where they fell.

4 Blessing of Valour

Difficulty 8

The Truthsayer evokes a powerful blessing, which instils an ally with the courage and strength of the immortal hunter gods.

This spell may be cast upon a single friendly model within 24". The model is infused with strength and courage, gaining +1 to all hit rolls in close combat for the duration of the turn.

5 Boon of Courage

Difficulty 8

A corona of reassuring energy surrounds the Truthsayer and envelops an ally with its power, instilling resolve and unshakeable determination.

This spell affects all friendly models within 12". The models are completely immune to the effects of psychology and all alone tests until the end of the Truthsayer's next turn.

6 Voice of Command

Difficulty 9

The booming resonance of the voice of the Truthsayer echoes across the fens and enemies quake with indecision and doubt.

This spell affects one model within 24" of the Truthsayer. That model may do nothing in its next turn other than defend itself in combat. It may not move, shoot, attack or perform any other action.

Scenarios

Below are four scenarios to play in the Albion setting. Roll a 2D6 on the table below to discover which scenario you are playing. Alternatively you can play the scenarios in sequential order to form a narrative campaign.

D6 Roll	Scenario
2-4	Play scenario 1: Death in the Mists
5-8	Play scenario 2: Gift of the Truthsayers
9-12	Play scenario 3: The Ogham Stones

Experience

Unless noted the following experience points modifiers apply to all scenarios.

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts out of action.

Scenario 1: Death in the Mists

Deep into the island the warband ventures warily but soon becomes enveloped in a thick fog. Banding together, movement can be seen beyond the circle of comrades and it is soon apparent that the warband has been trapped in an ambush...

Terrain

Each player takes it in turn to place a piece of terrain, either a crag, trees, hovel, wooden huts, fenland etc. The middle of the table should be left clear except for a large rock or crag. The terrain should be set up in an area roughly 4' x 4'.

Special Rules

Dense Fog: The battlefield is completely enshrouded by a massively dense fog. This reduces visibility to 2D6" which will affect charges, shooting, magic etc. At the start of each turn roll a D6 for each warrior for the warband whose turn it is. On a roll of 1 they become 'lost in the fog' and wander D6" in a random direction determined by a scatter dice instead of moving normally this turn.

Warbands

The player with the largest warband is the defender. They must deploy within 6" of the rocks in the centre of the board. The attacker places his warband anywhere on the board as

long as they are no closer than 12" to a defending model.

Starting the Game

The attacking player automatically goes first.

Ending the Game

The game ends when one warband fails its Rout test.

Scenario 2: Gift of the Truthsayers

Rumours are abound of a potent artefact, said to be wrought by one of the enigmatic Truthsayers, lost in the depths of the marshes. Naturally such rumours draw warbands eager for plunder like moths to a flame...

Terrain

In this battle the entire board is fenland terrain with only two or three modest areas of open ground. In the centre of the board there should be a jutting crag, cairn or some other significant piece of terrain. This is where the artefact lies. Other terrain such as rocks, crags, briars, trees etc. can be placed in a mutually agreeable manner but no buildings may be placed, marshes are not the best places to build a dwelling!

Special Rules

Hazards: At the start of each of their own turns each player must roll a D6. If they roll a 1 they have succumbed to some deadly marshland hazard and must roll a D6 on the table below:

D6 Roll Hazard

1	Fenbeast – see above for the rules for Fenbeasts. This hazard table replaces the usual rules for encountering these creatures.
2-3	Foetid Bog – <i>A stinking bog erupts from the marshy territory, its stench almost overpowering.</i> A random warrior falls victim to the bog and must take an immediate Toughness test. If failed the warrior is knocked unconscious by the terrible stench and counts as <i>Stunned</i> . Undead, Daemons and creatures whom are not truly alive are unaffected by the foetid bog.
4-5	Quagmire – <i>The boggy marshland is dangerous and all too often a single foot wrong can cause a warrior can sink into the depths without a trace...</i>

Out of the Mists

Roll a D6 for all warriors on the board that are in Fenland terrain. The first warrior to roll a 1 or the last warrior if no one rolls a 1 must take a Strength test immediately as they are dragged into a deep quagmire. If they pass they pull themselves free but are knocked down. If they fail they sink into the quagmire and count as *Stunned*. They must test again in the recovery phase. If they pass they free themselves as above but if they fail they sink without a trace and are out of action.

6 **The Watcher in the Water** – *Many dark and unmentionable creatures lurk in the depths below the marshland of Albion, such creatures are rarely seen. Only a gurgled scream and the sight of a comrade disappearing into the mire are any indication of their existence...*

A random warrior in fenland terrain is attacked by a huge tentacle of some unknown swamp beast, and must attempt to fight the creature off. The warrior may attack the creature once. It has a WS of 2 and a T of 4. Any friendly warriors within 2" of the victim may also attack the creature. If wounded the creature lets go, otherwise the warrior is dragged to his doom beneath the marshes.

The Artefact: The artefact lies in the crags in the centre of the board and the first warrior to reach it may take it. If that warrior is 'stunned' or taken 'out of action' then the attacking player may take the artefact and as such several players may carry the artefact by the end of the game.

Warbands

Warbands set up as per the rules for Skirmish in the Mordheim rulebook.

Starting the Game

Both players roll a D6. The highest scoring player takes the first turn.

Ending the Game

The game ends when one warband fails its Rout test. The routers automatically lose.

Experience

+2 Artefact. If a hero is carrying the artefact at the end of the game he earns +2 experience points.

Rewards

The warband in possession of the artefact at the end of the game may examine it to discover its worth. Roll a 2D6 on the table below:

D6 Roll Artefact

1-4	The artefact is valuable and worth 5D6 gold coins.
5-6	The artefact is an enchanted <i>Totem of Light</i> , which renders its bearer immune to psychology and all alone tests. If given to the warband's leader it improves his leadership by +1.
7-8	The artefact is a <i>Silver Sickle</i> , which acts like a normal sword but increases Weapon Skill by +1 and adds +1 to the user's Strength vs Daemons, Possessed and Undead.
9	The artefact is a <i>Talisman of Light</i> bearing the mystical Triskele symbol. It wards hostile magic and will nullify any harmful spell cast at the wearer on a roll of 4+.
10-11	The artefact is a <i>Tome of the Truthsayers</i> , a book of magic. It enables the user to cast a single randomly determined spell of the Lore of Light once per battle without the need to roll for difficulty.
12	The artefact is a <i>Vambrace of Silver</i> , which has the power to deflect missiles. Any ranged weapon that hits the wearer will be deflected away harmlessly on a roll of 5+.

Scenario 3: The Ogham Stones

Circles of Ogham stones pervade the landscape as often as the rolling fens in Albion. They hold a potent magic which when properly tapped can be devastating. Two warbands must battle for such a stone circle aided by the rivals the Truthsayers and Dark Emissaries whose purposes are as enigmatic as their appearance...

Terrain

Players take it in turns to place a piece of terrain. A circle of eight Ogham Stones must be arranged in the centre of the table, approximately 12" in diameter with equal gaps between each stone. Place no terrain inside the circle or within 3" of any stone. Terrain should be set up in an area roughly 4' x 4'.



Special Rules

Enigmatic Allies: In this battle each warband will be aided by a Dark Emissary or Truthsayer, depending upon their allegiance (see the rules for these characters above) that set up with the warband.

If both warbands are 'evilly' or 'good' aligned then roll off to see who chooses which character is part of their warband.

Ogham Magic: The circle of Ogham Stones generates a powerful magical flux and wizards within its confines rolls 3D6 for casting spells choosing the two highest. In addition the wizard is able to cast D3 spells each turn. Such are the tumultuous forces contained within the Ogham Stones that if a wizard rolls a double '1' for any of his spells (before removing any dice) he loses control of the magics and is 'knocked down' and may cast no further spells this turn. Any wizard outside of the circle while another wizard is within it only rolls 1 dice for casting spells as their power is drained.

Warbands

Warbands set up as per the rules for Skirmish in the Mordheim rulebook.

Starting the Game

Both players roll a D6. The highest score takes the first turn.

Ending the Game

The game lasts for eight turns. The player who has the most models standing within the Ogham Stone circle wins. Rules for routing do not apply.

Experience

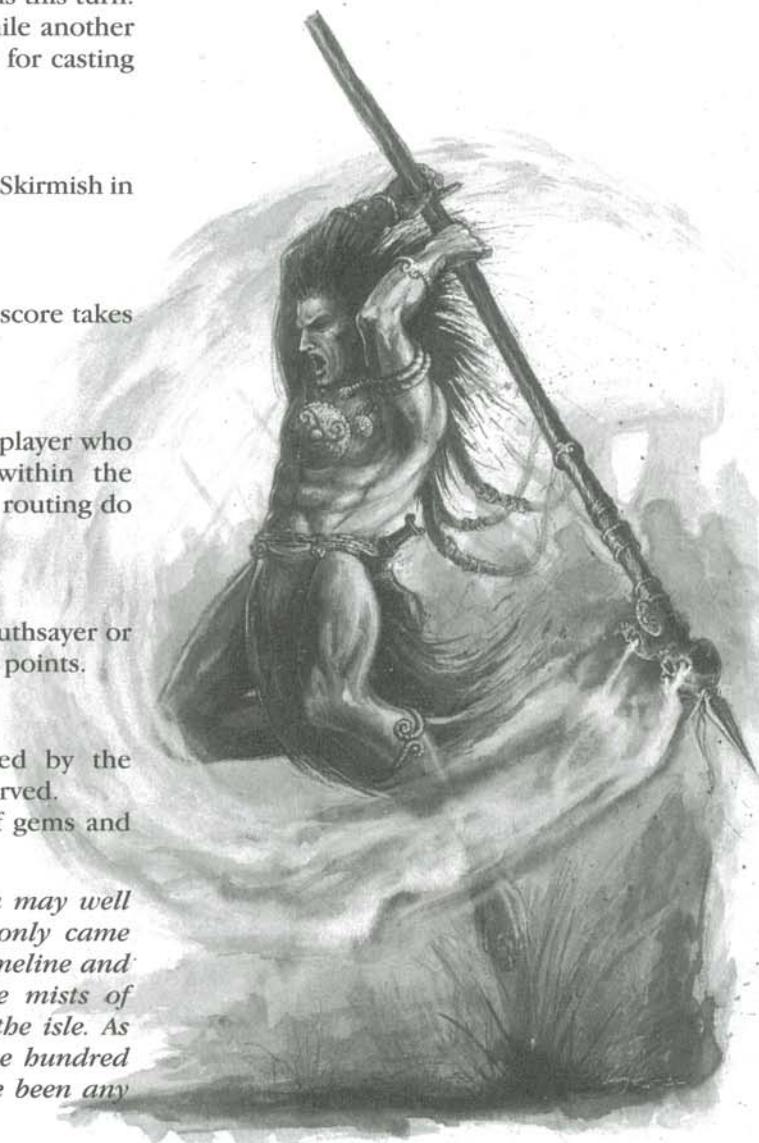
+2 Slayer. Any hero who slays a Truthsayer or Dark Emissary gains +2 Experience points.

Rewards

The winning warband is rewarded by the Truthsayer or Dark Emissary they served. They gain 5D6 gold coins worth of gems and jewels.

Editor's note: Purists amongst you may well realise that the Dark Emissaries only came about in the recent Warhammer timeline and were, no doubt, the cause of the mists of Albion dissipating and revealing the isle. As Mordheim is set approximately five hundred years earlier there would not have been any

Dark Emissaries about but we've included them so that you may have more fun in your games. You could either run a separate campaign set in the Warhammer present day or just ignore this technicality. Of course, you could always not use Dark Emissaries in your games and maintain the background stringently, the choice is yours.



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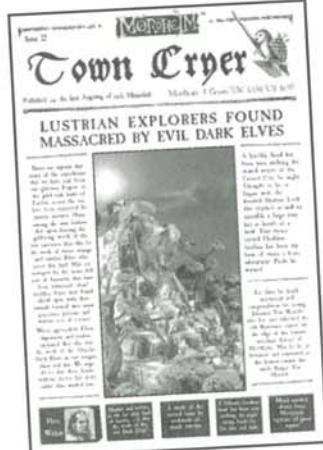
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Here we end our exploration of the fabled New World with much thanks to the intrepid explorers from the Lustria – Cities of Gold e-group. Check out the website above or issues 10-14 for the full rules and details of the Lustrian setting.

A final word from the project leader...

Over the past eighteen months we've taken you deep into the heart of the New World continent. We've explored ruins, jungles, swamps and even a cave or two.

And as we bid farewell to Lustria I would just like to make mention of the hard-working folks of the Lustria – Cities of Gold e-group who have brought you this setting. Even though I may tell the tale they're the ones that I count on for inspiration and the know-how that can only come from years of gaming experience. I raise a toast to each and every one of you!

To all those gaming groups out there who have participated in the playtesting I salute you! On behalf of the whole Lustria gang I would like to offer my heartfelt thanks to the staff at Fanatic and the Games Workshop design studio for their guidance and support.

And last but certainly not least – the most important reason for this setting you – the gamer, whose comments and suggestions have helped to shape Lustria. You're the reason why additions like Lustria are possible. Without your interest and support none of this would happen. And to all those folks who stopped by the Lustrian demos both in England and in America, thanks!

Even though our series of articles on Lustria has come to a close we're ready to board ship and head eastward to explore the deserts and tombs of Khemri. Yes! Khemri – Land of the Dead is next in line. So keep your eyes peeled and your sword arm steady.

Also Galtero Delmar and I will be continuing the Lustria saga through the website located at <http://www.innercircle-games.com/lustria/>. There, they can find all the other warbands, photos, stories, new scenarios and lots more!

Talk around the campfires can be heard through yahoo groups at http://groups.yahoo.com/group/Lustria_Cities_of_Gold. There they can share all the tales and brag about riches and plunder they find in Lustria.

Our group also has plans to produce a webring on the internet devoted to all the Mordheim skirmish settings that will be produced in the years to come. Be sure to mark us on your favorites listing.

Steve Cornette



SETTLEMENTS

Optional rules

Players can decide to have their warband based in one of the three following settlements that are situated on the coast of Lustria. Warbands may travel from settlement to settlement if so desired.

SANTA MAGRITTA

Welcome to Santa Magritta, the jewel in the Estalian crown in Lustria, located on Colombo's Island. This beautiful settlement rivals the cities of the Old World. Here we have a thriving harbour and ships are arriving and departing on the hour. Settlers arrive every day, along with convicts, mercenaries, merchants and missionaries. Often there are powerful nobles coming here to check on their land holdings, one never knows who they will see in Santa Magritta.

Santa Magritta has a well-equipped militia to protect her from the raids of the Lizardmen and the accursed Tileans. The militia also maintain law and order within the settlement. The market area is a gaggle of local exotic and imported Old World goods. Everything can be found in the marketplace. Enjoy your stay here and keep an eye out for the watch.

If you are fighting in the city the watch will show up after four rounds (one Mercenary Captain accompanied by five swordsmen). The captain may be bribed to ignore the fight for D6x10gc. Unless of course one of the warbands is Tilean then they will help cleanse the city of the scum. Any warband residing within Santa Magritta is responsible for assisting the local population and as a result a tithe of 10% of the income from each game is paid to the town.

All common goods may be bought in Santa Magritta for the regular price less 1D6gc. Rare items are at a -2 to find and cost an extra D6x10gc.

The following warbands may not reside at Santa Magritta: Lizardmen, Amazons, Dark Elves, Undead, Orcs, Skaven, Pirates and The Possessed.

NUEVO LUCCINI

Welcome to Nuevo Luccini, located on the sun blessed Cactus Coast. Renowned as a den of robbers and pirates but still a handy place to visit when you are in need of goods.

Here in Nuevo Luccini we sport a wonderful bawdry house near the harbour, the Beached Whale. Converted from an old shipwreck it offers a wonderful ocean view along with all the standard amenities. The most famous, if not most violent, tavern is The Silent Parrot, owned by an old Dwarf pirate, Owd Yellow beard. The chef is a Halfling of some renown and the bouncer, a ferocious Ogre.

Ranzato's Family Trading post is a very historic site. It is said you can acquire almost any item here for the right price. But hey, if you gotta have it you gotta have it. And, of course, what town would be complete without a church to convert the heathen. Here we have the First Church of Luccan. Father Brannardi is the priest. A very peaceful and likeable fellow but don't cross him. He is a good man to have on your side in a fight. Enjoy your stay, and watch your purse.

All goods are at a +2 to find but rare items cost the standard cost.

The following warbands may not reside at Nuevo Luccini: Lizardmen, Amazons, Dark Elves, Undead, Orcs, Skaven and The Possessed.

SKEGGI

What can be said of the Norse colony of Skeggi? Well it is by far the oldest human settlement in Lustria founded by Losterikson in the Imperial year 888. Skeggi is still the home to Losterikson's descendants but has waned much in the last few hundred years for the Norse are an impatient race always ready to move on and raid elsewhere. It is still a place to find some of the finest mercenaries and drinking halls in all of Lustria. Be warned, though, the Norse play rough and don't accept teetotalers.

The following Hired Swords cost 1D6 gcs less for upkeep but only as long as the warband resides here: Pit Fighter, Ogre Bodyguard, Dwarf Trollslayer, Pathfinder and Norse Shaman.

The following warbands may not reside at Skeggi: Lizardmen, Amazons, Dark Elves, Undead, Orcs, Skaven and The Possessed.

*Estaban Gibstevez,
Director of settlement for the New World.*

AMAZON WARBAND

The Amazons live on an island in the centre of the great river Amaxon that penetrates the heart of Lustria. The island is heavily overgrown with vines and brush that make it difficult to view the interior of the island, save for the pyramidal ruins that can be seen over the treetops.

Most of the brave Elf and Old World warbands that have dared to attempt a landfall at the island have been defeated on the beaches. The Amazons would pour forth from the dense jungle and attack all that tried to disembark. The survivors returned to the Old World recounting exaggerated stories of powerful women warriors.

The Norse living in the Lustrian colony of Skeggi tell a tale that the Amazons are a group of widows that left Skeggi many years earlier. The Norse knew them as Valkyries, just like the fabled female warriors of the Norse gods who come to collect the souls of the bravest Norse warriors that die in battle. Why have they flourished among the jungle denizens for so long? Some say that the Amazons have discovered the fabled elixir of youth.

The more common tales suggest the Amazons are master herbalists. That they prepare distilled potions of tropical plants for use in their sacrificial ceremonies. One story from Juan Cornetto suggests the Amazons have discovered a way of brewing this "elixir of youth". For any reason, death among the Amazons is uncommon, occurring only from mortal wounds or natural disaster.

The Amazons are fierce hunters that stalk Skinks and game in the surrounding swamps. They use the hides of Skinks for clothes and it should therefore come as no surprise that the Amazons and the Lizardmen are bitter enemies. In addition they clothe themselves with animal skins of the forest and wear plumes of exotic tropical birds for headdresses.

The Amazons defend their island vigorously and bravely. They despise men, so often encountering them as would be conquerors or tricksters. Any man they find lost, or wounded in the jungle ends up being sacrificed to their savage gods. From time to time though, they will venture forth into the ruins in search of more ancient Slann artefacts that they know still lie in the long-forgotten

tunnels and caves. It is these artefacts that they use as weapons to defend their island. Weapons of such exotic nature that none in the entire world have seen before.



SPECIAL RULES

Isolationists: The Amazons are constantly battling against the predations of the Lizardmen and greedy treasure-seeking Norse. Amazon culture reflects their dislike and distrust of outsiders and in battle they are particularly savage. Amazons get to re-roll any attack rolls that miss in the first round of combat against Lizardmen and Norse.

Sacrifice: The Amazons are quick to sacrifice any captive to their gods. The Amazons follow the rules for Possessed in the Rulebook when it comes to captives. If an Amazon Warband captures a Lizardman, they may sacrifice him as normal, plus get a free Skins and Charms.

Norse Enmity: When facing a Norse Warband an Amazon Warband will fight to the death. The Amazons can re-roll their first failed Rout against the Norse. Remember you can't re-roll a failed re-roll. In addition, Amazons can never choose to voluntarily rout when facing a Norse warband unless their Warband Leader has been taken Out of Action.

Not one of us: Due to the Amazons' isolationism and suspicions about other races they never side with anyone else. For this reason, the Amazons may not have any Hired Swords or Dramatis Personae unless they are Amazons themselves.

CHOICE OF WARRIORS

An Amazon Warband must include a minimum of 3 models. You have 500 gcs to recruit your initial Warband. The maximum number of models in the Warband is 15.

HEROES

Although outsiders consider the Amazons "immortals" the maximum characteristics for each type will be the same as any human war band.

Serpent Priestess: Each Amazon Warband must have one Serpent Priestess to lead it—no more, no less.

Eagle Warriors: Your Warband may include up to two Eagle Warriors.

Piranha Warriors: Your Warband may include up to two Piranha Warriors.

HENCHWOMEN

Amazon Warriors: Purchased in-groups of 1-5 (You must have at least 1 warrior in your Warband).

Jaguar Warriors: Your Warband may include up to three Jaguar Warriors.

STARTING EXPERIENCE

Serpent Priestess starts with 20 experience.

Eagle Warriors start with 8 experience.

Piranha Warriors start with 8 experience.

Henchwomen start with 0 experience.



AMAZON SPECIAL EQUIPMENT

The Amazons carry many strange weapons, which they consider magical. The origins of these mystical and powerful weapons is unknown but are believed by High Elf scholars to originate during the time of the Old Ones.

Starsword (30 gcs Rare 10)

This is an ancient and legendary sword that can cut through armour as if it were a leaf. The Sword confers a bonus of +1 Strength and ignores all armour saves except for ward and *Dodge* saves.

Amulet of the Moon (50 gcs Rare 11)

This ancient amulet creates a shimmering aura around the Amazon that makes it harder for

enemies to see them. Any missile fire directed at a model equipped with the amulet will be at -1 to hit. The amulet also confers a special save of 5+ against missile fire.

Sunstaff (35 gcs Rare 10)

The Sunstaff is a long staff made from a strange multicoloured metal with one end hollow like a tube. Strange runes are carved along its length and a large gemstone is set into the pommel.

Range: 12"/Close Combat

Strength: as user

Special: Sunbolt

SPECIAL RULES

Sunbolt: The wielder of the sunstaff can discharge a beam of energy in the shooting phase that is akin to rays of the sun. The Sunbolt has a range of 12" and hits at Strength 4. Aside from ward and dodge saves a Sunbolt ignores armour saves and penalties for long range.

Enchanted Skins (20 gcs Rare 6)

The protective skins and charms that the Amazons wear have been warded with defensive magic. To represent this, any model wearing Skins and Charms receives a 6+ special save versus any wounds inflicted. In addition, the wearer of Skins and Charms is unaffected by enemy magic on a roll of 5+.

Starblade (15 gcs Rare 7)

Of the many strange weapons the Amazons possess the Starblade is built like an Amazonian dagger. It is usually painted exotic colours and contains magical properties that enhance the fighting prowess of the Amazons. It is a close combat weapon and attacks like a dagger but can parry the first successful hit of any combat on a 4+.

Conch Shell Horn (25 gcs Rare 8)

The Conch shell Horn is used by experienced Piranha warriors to warn the warband of approaching enemies.

At the beginning of the game a Piranha warrior may use the horn to re-roll when deciding who deploys first and who goes first. Multiple models that have the horn cannot force a second re-roll. (Piranha warriors only)

Healing Herbs (35 gcs common)

The Amazons are master herbalists and may buy Healing Herbs as common items, instead of rare items.

AMAZON EQUIPMENT LISTS

The following lists are used by Amazon warbands to pick their weapons:

HEROINES EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club	3 gc
Sword	10 gc
Spear	10 gc
Double-handed weapon	15 gc
Starblade	15 gc
Starsword	30 gc

Missile Weapons

Bow	10 gc
Sunstaff	35 gc

Armour

Helmet	10 gc
Buckler	5 gc
Enchanted Skins	20 gc

Special Equipment

Amulet of the Moon	50 gc
Healing Herbs	35 gc

HENCHWOMEN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club	3 gc
Sword	10 gc
Spear	10 gc



Double-handed weapon 15 gc

Missile Weapons

Sling	5 gc
Bow	10 gc
Sunstaff	35 gc

Armour

Helmet	10 gc
Buckler	5 gc
Enchanted Skins	20 gc

JAGUAR WARRIOR EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club	3 gc
Sword	10 gc
Spear	10 gc

Missile Weapons

Sling	5 gc
Bolas	5 gc
Javelins	5 gc
Bow	10 gc
Sunstaff	35 gc

Armour

Helmet	10 gc
Enchanted Skins	20 gc



AMAZON SKILL TABLES

	Combat	Shooting	Academic	Strength	Speed	Special
Serpent Priestess	✓		✓		✓	✓
Eagle Warrior	✓			✓	✓	✓
Piranha Warrior	✓	✓			✓	✓

HEROINES

1 SERPENT PRIESTESS

70 Gold Crowns to hire

The Serpent Priestesses are part of the religious sisterhood that rules Amazon society. They are powerful sorceresses and their word is law. The younger, more junior members of the Serpent totem often gather war parties and search for Slann artefacts and also conduct the ritual sacrifices of captured enemies.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	4	1	8

Weapons/Armour: The Priestess may be equipped with weapons chosen from the Heroine's equipment lists.



SPECIAL RULES

Leader: Any models in the Warband within 6" of the Priestess may use her Leadership instead of their own.

Wizard: The Serpent Priestess is a wizard and may use Amazon Rituals. She starts with 1 ritual chosen at random from the list over.

0-2 EAGLE WARRIORS

35 Gold Crowns to hire

The Eagle Warriors are veterans that have participated in dozens of war parties over the years. They have adopted the totem of the great eagle that reflects their great might in combat. Their exotic headdresses are made from these holy birds of the Lizardmen.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	4	1	7

Weapons/Armour: Eagle Warriors may be equipped with weapons chosen from the Heroine's and special equipment lists.

0-2 PIRANHA WARRIORS

30 Gold Crowns to hire

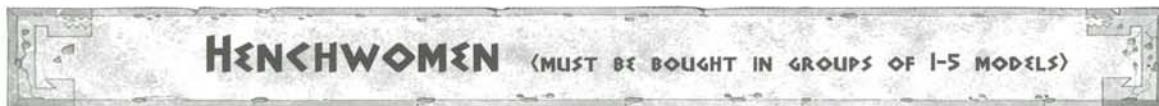
The Piranha Warriors prefer ranged weapons and are often found ahead of an Amazon Warband. They are the only Amazons to use a great seashell horn to warn the warband of approaching enemies.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	4	3	3	1	4	1	7

Weapons/Armour: Piranha Warriors may be equipped with weapons chosen from the Heroine's and special equipment lists.

Priestess Dekala crept through the thick undergrowth. In her bronzed hands she clutched an arcane staff. This was no ordinary weapon, but a gift from the gods which could bring their violent wrath down on the enemies of their jungle. With a sweep of her arm she ordered the Jaguar Warriors of the Pale Hide forwards. The three Amazon women crouched by the path-side, the light glinting off the jagged facets of the obsidian tips of their spears. They lay in wait once more, for the 'scaled artificers' to come, to fight and rebuild their monstrous cities. The Scaled Ones must be culled for only then would the jungle remain the same. Dekala could remember a hundred years before, when their toad-like leaders brought earthquakes down on Lustria, destroying its beauty for their own inscrutable plans. Now they reached out for Azemandu again, the Heart of Darkness, and they had to be repelled from the sacred land lest the jungle be ripped apart once more.

Hidden about a hundred feet along the path, Remela watched the Scaled Ones go past. She waited for all to pass and then drew her crude bow. Notching a brightly-feathered arrow, she aimed at the one of the larger, brutish Scaled Beasts. On the other side of the path, her sister-scout unholstered her shell horn. Blowing the horn unleashed a sound similar to the bellow of rival Stegadons clashing horns. At that signal the scout released the string. The arrow buried into the back of the head of a dimly scaled Saurus, which toppled to the ground like a rotten mangrove. The smaller Scaled Ones panicked and ran forwards, deeper into the ambush. With a ferocious cry to their gods, Dekala and the Pale Hide Jaguar Warriors vaulted onto the path, leaping like the poisonous frogs of Lustria. They swirled around the scurrying skinks, stabbing at the diminutive Scaled Beasts. The newt-like leader of the scaled ones drew a ceremonial knife and, parrying the spear of a Jaguar warrior, sprang like a snake at the Amazon...



AMAZON WARRIORS

25 Gold Crowns to hire

Every Amazon Woman is trained in the ways of warfare and is hardened by a life in the unforgiving nature of their jungle environment. They are skilled in fighting with a variety of different weapons including the legendary claws of the Old Ones.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armour: Amazon Warriors may be equipped with weapons chosen from the henchwomen's equipment list.



0-3 JAGUAR WARRIORS

30 Gold Crowns to hire

The Jaguars are known for their exceptional speed and agility. They are the protectors of the Amazon tribes living far away and keeping any invaders at bay. They are especially adept at hunting Skinks and Sauruses, their most common foe. Jaguars' favoured method of attack is to steal away in the foliage becoming part of the jungle itself and waiting for the perfect moment to strike.

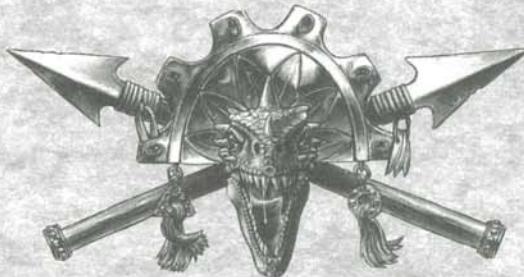
Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armour: Jaguars can be armed with weapons and armour chosen from the Jaguar Equipment list.

SPECIAL RULES

One with the Jungle: A Jaguar has lived her life in the deepest parts and can move through jungle terrain without penalty.

The Scaled One's onslaught drove the woman back down the path, but in doing so he turned his back to the others. A well-aimed thrust killed the Skink, driving through the tough hide of its back into its vital organs. Around him the Skinks scattered into the still pool, where they could pick off the warrior women one by one. But the battle was far from over. As they slipped into the vibrantly blue lake, Mandra the Piranha Warrior leaped at them from the shallow water, grinning wickedly. Slicing and bludgeoning with her two vicious fang-lined clubs, the Amazon waded through the Skinks as easily as she did through water.



Dispatching the last of the smaller Scaled Ones, Dekala turned her attention to the hulking beasts. Only four Saurus remained. Back to back, arrows ricochetting off of their tough hides, the Saurus fended off the Amazons. In their close formation, the agility of the women was of no use. Readyng her Sunstaff with a prayer to the gods the Priestess twisted the haft. Like a bolt of incandescent lightning, a beam of melting energy spewed out of the staff. The Scaled Beast facing the Priestess raised its bronze shield, but the bolt ripped through it, the edges of the hole charred and burnt. The Saurus grunted with pain, and dropped to the ground, no blood emerging from the cauterised wound. In the space of a few seconds Dekala leapt into the gap, clubbing another Scaled Beast to the ground. The Amazons closed in. Tonight, the trophies on the head-poles would be renewed once more...

AMAZON SKILLS

Amazon Heroines may use the following skill table instead of any of the standard skill tables available to them

SKINK HUNTER

Through her exploits the Amazon has proven herself a master when it comes to hunting Lizardmen, particularly Skinks. An Amazon with this skill will always strike first in the first round of combat against Skink models no matter who charged.

ELIXIR OF LIFE

After years of service among her tribe an Amazon is granted access to the waters that make the Elixir of Life. The Elixir is said to heal wounds and make the Amazons immortal. Any Amazon with this Elixir can re-roll an Out of Action roll once after the battle accepting the result of the second roll.

MESMERISING DANCE

Some Amazon women develop their fighting motions into a graceful dance that can transfix

their foes. Any model fighting in base contact with the Amazon must take a Leadership test at the start of each turn. If they fail they cannot attack that turn but may defend themselves. The dance however is useless against Lizardmen and undead who are immune to their charms.

SAVAGE FURY

The Amazon has learned to channel her anger and aggression making her a veritable animal while attacking her foes. Any Amazon model with this skill receives +1 A when charging and is immune to charm effects and fear.

CONCEALMENT

The Amazon is adept at blending in with her surroundings. When hiding in jungle terrain all enemy models must halve the range at which they can spot them.



AMAZON RITUALS

Little is known about Amazon magic beyond their island home. It is said that the immortal Amazons learn their magic from the very gods themselves.

D6 Result

<p>1 Singing Wind <i>The Priestess calls upon the power of Shaekal the Wind Goddess to enter the battlefield.</i></p> <p>The goddess appears in the form of singing motes and dancing lights that will entrance and 'hold' any model within 10" till the start of the Amazon player's next turn. The model cannot move, shoot, or cast spells, but may defend itself in hand-to-hand. Models affected by this ritual automatically go last in combat.</p>	Difficulty 8
<p>2 Serpent's Strength <i>The Priestess begins the ritual by dancing wildly and screaming in an ancient tongue.</i></p> <p>All friendly models close to the Priestess will be charged with a frantic energy until the end of their next turn. During this time any model within 8" of the Priestess (including herself) will add +1 to their Strength. The ritual cannot be cast if the Priestess is in close combat during her shooting phase. The effects will continue after the ritual is cast if the priestess enters combat.</p>	Difficulty 9
<p>3 Wendala's Maelstrom <i>The priestess summons harsh tropical winds to protect the Amazons from enemy ranged attacks.</i></p> <p>The storm extends out from the Priestess 18". All attempts to shoot missile weapons by the enemy will be at -1 to hit. The ritual lasts up until the start of the Amazon player's next turn.</p>	Difficulty 7
<p>4 Shield of Thorns <i>Moving her arms about in a weaving motion the Priestess calls upon the plants to protect her.</i></p> <p>The ritual produces a cocoon of thorns all about the Priestess making her immune to ranged or magical attacks. Any models wishing to charge the priestess can do so but the thorns negate any strikes by the priestess and her enemies in the first round of combat. The Priestess cannot cast this ritual while in hand-to-hand combat.</p>	Difficulty 7
<p>5 The Living Jungle <i>Drawing upon her will, the Priestess reaches out to the denizens of the jungle, seeking their aid.</i></p> <p>Pick one model within 12". The model is suddenly swarmed by a savage mix of snakes, spiders and insects, most of them poisonous. The afflicted model takes 1D6 Strength 2 hits with no armour saves allowed apart from ward saves. One cannot use a dodge save against a swarm.</p>	Difficulty 6
<p>6 Siren's Dreams <i>The priestess starts to sing with a wondrous voice and all the Amazons join her.</i></p> <p>The song is so beautiful and mesmerising that it momentarily distracts the Amazon's enemies within 12" such that all Ld tests for the opposing warband are made at -1 until the end of the opposing player's next turn. Lizardmen and Undead are immune to the effects of this ritual.</p>	Difficulty 7

DRAMATIS PERSONAE

By Sam Sedghi, Jamie Webb & Andres Olivares.

DIJIN KATAL, THE RENEGADE ASSASSIN

How many years have I walked the earth? How many plains have I seen that stretch to the horizon? How many cities are there that are crammed with the filth and dregs of this world? And how many dark places have been my refuges? Yet I still miss that dreaded place Clar Karond... my home. I wonder what is happening amongst my kin what devious politics abound. Oh, how I miss the intrigue of a true civilisation. These are strange times. I never desired to travel to this hot insect-infested land of Lustria but now I am here it has a strange hold on me. I have delivered many to the grace of Khaine within this jungle. This jungle seems to cry out for blood. Although my murderous instincts have grown the animal inside is now in sated. What has become of me?

Still, my blades run with the blood of my enemies the only thing that brings me comfort. I have the murderous instinct, which my people have practised for thousands of years and the addiction is strong. That night when I saw the broken bodies of my own kin on the floor in the carnival of horrors I knew that killing was my sole purpose. I also knew that it didn't matter who would be my prey - friend or foe it makes no difference to the unquenchable thirst within. And now my comrades hunt me. Although my thirst for another murder is great in good time soon it shall be quenched. My life is for Khaine.

My goal? To find some meaning to this mundane existence...

Known as 'The Hunter in the Shadows', 'The Thrice Cursed Renegade', 'He who Thirsts' and 'Kinslayer', among other things, Dijin Katal is greatly feared and loathed and that's just by his own people. The covens of the Druchii have a price on Katal's head and demand that he be captured alive for the Hag Queen's pleasure. Few know this Druchii's chequered past when they hire him in fact most are not even aware that he is Druchii, such is their ignorance.

Hire fee: 85 gold crowns: 40 gold crowns upkeep.

May be Hired: Any warband except for Amazons, Shadow Warriors, Dark Elves (obviously) and any warband that includes any type of Elven hired sword may hire Dijin Katal.

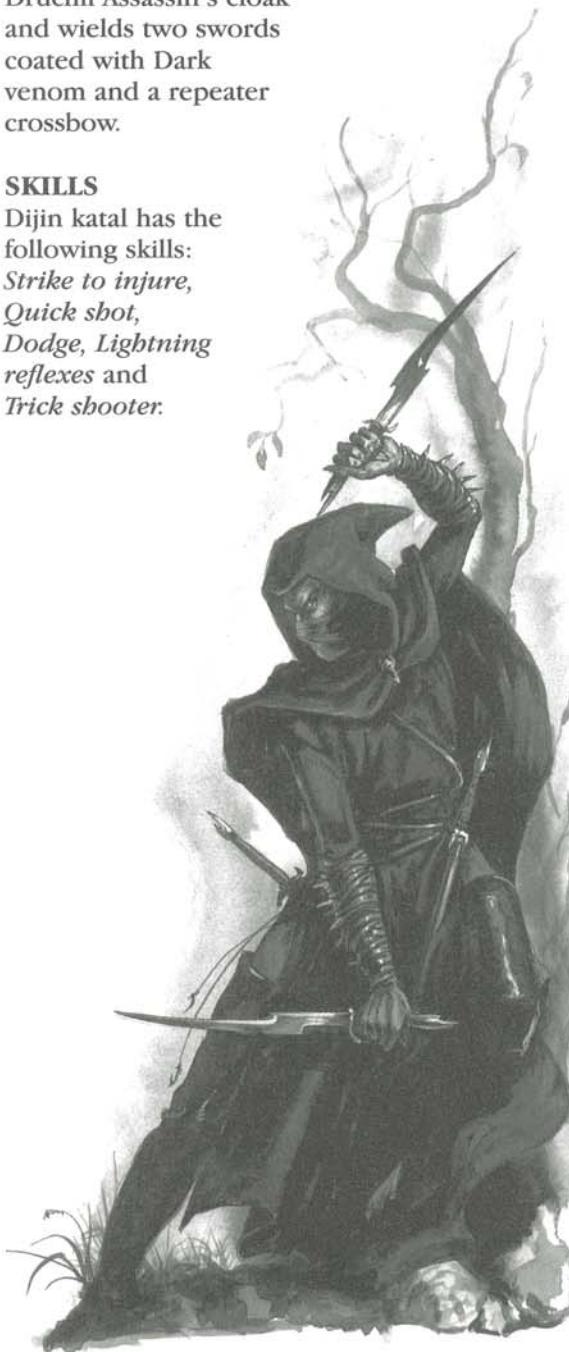
Rating: Dijin Katal increases the warbands rating by 70 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	7	5	4	3	2	7	2	8

Weapons/Armour: Dijin Katal wears a Druchii Assassin's cloak and wields two swords coated with Dark venom and a repeater crossbow.

SKILLS

Dijin katal has the following skills:
Strike to injure, Quick shot, Dodge, Lightning reflexes and Trick shooter.



SPECIAL RULES

Kindred Hatred: The Dark Elves have been fighting the High Elves for many centuries. The wars between the two races have been very long and bloody affairs. The Dark Elves are very bitter since they have been exiled from Ulthuan and thus they hate any High Elf warriors including High Elf Hired Swords.

Excellent Sight: There are numerous legends detailing the excellent eyesight of the Elves, both Druchii and Ulthuan kin. Elves can spot hidden enemies from twice as far away than normal warriors (i.e. twice their Initiative value in inches).

Shadows Embrace: The Dark Elf has mastered the art of making the best use of shadows to hide, this is the legendary ability of the Dark Elf Scouts and the Assassins. If the Dark Elf is in cover and a model attempts to charge him, he can only charge the Elf using a charge move equal to his initiative in inches. In addition, missile weapons suffer an additional -1 penalty to hit on top of the penalty for cover.

Perfect Killer: All attacks made by the Assassin, whether in shooting or close combat, have an extra -1 save modifier to represent his skill in striking at unarmoured spots.

Renegade: Dijin is a kinslayer and therefore a renegade in Druchii eyes. Any Dark Elves that Dijin is fighting against will suffer *Hatred* towards him.

Wanderer: See Aenur page 153 of the main rulebook.



PENTHESILEA, MARK OF THE SERPENT

'I am the hunter and you are my prey.'

Penthesilea is known as one of the greatest Amazon warriors and is a legend amongst her people. The Amazons were outraged by the oafish menfolk of the Norse settlement of Skeggi when they captured some Amazons in a raid planning to keep them as slaves.

Penthesilea led a warband on a night raid against the timber halls of the Norse settlement. Her silent warriors slew the guards and they liberated their captured sisters. Before she could make good her escape, however, Penthesilea was set upon by the Norse Jarl Sigursen the Impaler, he who had led the raid to enslave her sisters. She

slew this giant of a man in single combat and held his severed head high causing the rest of the Norse to flee. To further quench her thirst for revenge she kidnapped Sigursen's entire family to be used as slaves and sacrifices to the Serpent God. The battle of Skeggi was a milestone battle for the Amazons. None had accomplished what Penthesilea had. For it was her and her small band of Amazon warriors that had taken the fight straight to the supposedly invulnerable Norse stronghold and rescued their sisters slaying many men in the process. It was her brilliant guerrilla tactics and her ruthlessness that won the day. Since then, the men of the New World settlements live in fear and shudder at the mention of her name. Tales have it that no man has survived an encounter with her and many a mighty warrior's head hangs from her belt its mouth sewn shut as a sign of obedience.

Hire fee: Use the same hire table as Bertha Bestraufrung on page 155 of the rulebook.

Maybe Hired: Penthesilea will only join Amazon Warbands.

Rating: 70 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5*	5	4	4	4	2	5*	2	8

Weapons/Armour: Star Sword, Star Blade, Amulet of the Moon and wears Enchanted Skins (see Amazon equipment).

SKILLS

Mesmerising dance, Savage Fury, Elixir of life, Weapon Master, Concealment.

SPECIAL RULES

Amazon. She is an Amazon and therefore all of the Amazon special rules apply.

Mark of the Serpent. The High Serpentine Priestesses have blessed the warrior prime with the greatest gift any warrior can bear in the name and glory of their race. The mark of the serpent. This magical tattoo is only given to the worthiest of Amazons warriors.

Penthesilea gains +1 to her movement and Initiative (as marked by* on her profile).

Man-Hater: Having seen so many of her sisters captured or killed by raiders who are predominantly men she has developed a loathing for these uncouth, primitive creatures. Penthesilea is subject to *Hatred* of all human males (I'm sure we can work out which figures are male here!) and has many of their heads hanging from her belt.

DRENOK JOHANSEN, WIELDER OF THE GREAT AXE

The great sagas of the Norse tribes tell of a mighty warrior known as the Wielder of the Great Axe. Long ago in the icy, inhospitable tundra of the Norse land a young clansman with fire in his eyes and passion in his heart left his clan in search of his father's fate. His father was Johan warrior-prime, Chieftain of the Clan Icefang, possessed by a demon of Khorne. His father had disappeared rumoured to have travelled across the seas. Leaving the clan in a self-imposed exile he was never seen again in the lands of his birth.

After many a long year within the realms of the Old World Drenok took ship to the New World in search of his father. Weeks dragged on into months and months into years until finally the day came when the two mortals finally crossed paths. Only then did Drenok truly know fear. For when Drenok looked into the face of his father he saw the Daemon within. A titanic struggle ensued between father and son. The battle was fierce and long, lasting for many hours. With each wound Drenok inflicted upon this demon, his father, anguish and rage consumed his soul. Finally his father fell and the battle was won. But this was no true victory this was a day of mourning. For Drenok had now lost a part of his soul he could never reclaim. He gazed upon the great axe, which lay at the feet of his father's corpse and realised it to be the legendary axe of the Icefang, his clan. Lifting the mighty axe above his head, his hair braids blowing in the wind he roared in defiance of world. His quest would be to bring honour to the death of his father.

Hire fee: 70 gold crowns to hire: +30 gold crowns upkeep.

Maybe Hired: Norse and human warbands may hire Drenok.

Rating: Drenok increases the warbands rating by 70 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	6	3	4	4	2	4	2	8

Weapons/Armour: Drenok wields the great axe of the Icefang and he wears Sabertooth Tiger Hide.

SKILLS

Fearsome, Strongman, Combat master and Step aside.

SPECIAL RULES

Berserker: If Drenok is reduced to zero wounds roll 1D6. On a score of 4+ he stands fighting until the end of the turn. You must roll every turn or he will be Out of Action.

Ice fang Axe: A massive double-handed axe, this weapon has been handed down through the ancestors of Ice fang throughout the generations. It is said that a revered ancestor used the axe and slew a great White Dragon many centuries ago.

The axe is the same as a double-handed weapon but it can also *Parry* and has a +1 modifier to injury rolls.

Sabertooth Tiger Hide: Gives Drenok a 6 save in close combat and 5+ against missile fire.



WATER TERRAIN EFFECTS

By James Mackay

Take me to the River

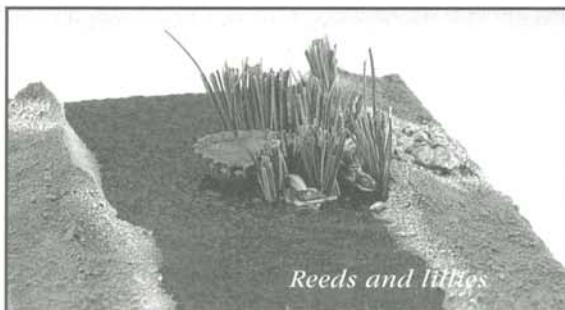
So, now you have all the rules you need to move your Mordheim campaign to the steaming jungles of Lustria. The problem is the ruined buildings and cobblestone streets your warbands have been fighting over just don't have that New World look you're after.

Fear not, for most likely, you're closer to having a serviceable set of Lustria terrain than you might think. Most groups have access to a gaming board or table that has been flocked green and GW already produce sprues of plastic jungle trees to get you started. For an excellent overview of Lizardman architecture, you can refer to Nick Davis' 'Jungle Fever' articles in White Dwarf 223, 225, and 232. There is, however, one other feature you're likely to find plenty of in the jungles of Lustria, whether it's the mighty Amaxon River, or a pestilential swamp full of aquatic skinks. Many modellers are daunted by how to represent water on the tabletop, despite the fact that there are a number of ways to do it easily and cheaply, as well as more involved and realistic methods.

By far the simplest way to represent water features is with felt. Visit your local craft store or fabric shop, and ask for a yard of blue felt. If you're feeling flush, splurge on another yard of a lighter shade of blue. This shouldn't cost much, and will leave you with enough material to model the Gulf of Mexico. Cut it into meandering strips for a river, or irregular ovals for a pond or lake. You can use the lighter colour to show varying depths, such as fords in a stream. While it may not look all that realistic, it does have the advantage of

being easily stored – simply wad it up and stuff it in your sock drawer.

If you want something more realistic, it's time to break out the modelling knife and get down to business. As always, safety comes first – make sure you cut away from yourself, and use sharp blades. A dull one is more likely to slip, as it requires more force to use. For a good grounding in scenery making techniques, hunt up a copy of GW's invaluable *How To Make Wargames Terrain*, which contains a great overview of the tools and materials that come in handy for terrain making.



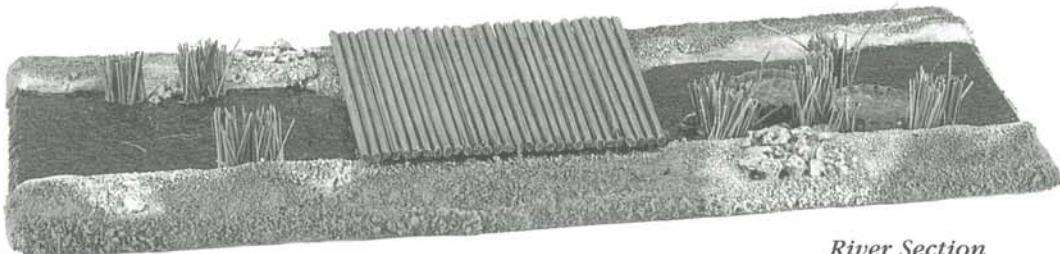
Reeds and lilies

You'll need something out of which to make the basic form of your river. MDF, or medium density fibreboard, is ideal for this, but really requires power tools to cut properly. If you have access to (and competence with) a jigsaw, this is the way to go – it resists warping, and is very durable. Most of us, however, are going to opt for corrugated cardboard, because it's a) cheap, and b) plentiful. Again, for a river, draw out a meandering shape; long enough to reach from one edge of your table to another, or an irregular oval for a pond. Carefully cut this

out, turn your remaining cardboard 90 degrees and trace out a copy of it. The reason for this is so that the corrugations in the two layers of cardboard run perpendicular to each other, increasing the strength and decreasing the likelihood of warpage. Cut strips about a (1.5cm) wide from the edges of the copy, and glue them to the original base with PVA, or white glue. These will form the banks of your watery terrain. Weight it down with something suitably heavy (a few books will do) and



Spawning Pool



River Section

wait for the glue to dry. If you're making a river, cut it up into 12" (30cm) sections, so you can vary the layout a bit when it's on the table.

The next step is to add texture, at the same time sealing the base. The best material for this is wall filler, though I use a water-based indoor wood filler. Water it down if it's too thick, and slather it all over your base, taking care to fill all the exposed corrugations if you used cardboard. Weight down your terrain piece again (to avoid the dreaded warpage) and let it dry. When the filler has set, you can add cat litter, aquarium gravel, or modelling sand to represent stones in the water and along the banks. Water down some PVA glue (about 50%) and add a drop or two of dish washing liquid to the mix. This lowers the surface tension of the glue/water mix, allowing it to flow around the grains of sand and bind them more thoroughly. Brush this strategically around your scenery, and sprinkle the texture on, working from the largest chunks up to the smallest.

Now, I can hear you saying, 'Wasn't this supposed to be about WATER?' Well, you're almost there. At this point you should have something that looks like a dry riverbed, or lake. Break out the paints, and start adding some colour. Paint the banks in browns and greens. Water isn't necessarily blue – it tends to be the colour of what's in it. If you want a muddy look, go for browns and blue-greens. You can even paint it black or red at this point if you want to make a tar pit or lava flow. One rule of thumb is to paint the deeper parts a darker shade of whatever colour you happen to choose.

And there you have it. After a quick spray with a matte varnish, you can put your new terrain on the table, and have at it in the depths of Lustria. If you're feeling ambitious, however, you can add a further degree of realism quite easily. A couple of heavy layers of water-based gloss polyurethane varnish will enhance the illusion of wetness. You could even sprinkle flock between coats to give your terrain piece a swampy feel. Another option would be to

head back to the craft store, and find yourself some casting resin – the clear kind that people embed coins or seashells in to make paperweights. It generally comes in two parts: a large can of resin, and a small bottle of catalyst, or hardener. Read the instructions, and mix it up accordingly in a paper or plastic cup (one that you never plan on using again.) The advantage of casting resin is that you can pour much thicker layers, giving you a truly realistic effect, and you can embed vegetation, dead branches, skinks, or what ever you please in the "water." The disadvantage is the fumes it generates – use it only with adequate ventilation. For a truly spectacular terrain piece, build yourself a hill with a river section running across the top, down one side, and away from the bottom. Glue some crumpled kitchen plastic wrap to the downhill portion, and use an old, disposable brush to coat the whole with layers of resin. When the resin has set, glue some cotton to the bottom to represent spray, and voila – (almost) instant waterfall

The Spawning Pool

Here's a quick project that was part of the terrain made for the Lustria demo at last years Games Day U.S. – a Skink Spawning Pool. Start with a base of whichever material you prefer. Build a box about 1.5 cm high, and either score it to represent stone, or glue on squares of thin cardboard in a random stone pattern. Once it's textured and painted, use one of the techniques mentioned above to fill it with water. You could even add a thin layer of PVA for some depth. Just don't pour it in too deep a layer, or it will skin over and never dry properly. Give it a go – the box shape contains whatever goo you decide to use for your water, letting you experiment without making a huge mess

The trees? That would be another article...

Note from Steve Cornette: The smaller trees next to the pool were purchased at a wedding cake supply store for about 12 cents apiece! The larger ones are the same ones featured in my tree-building article in Town Cryer 13.

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Amazon Warbands

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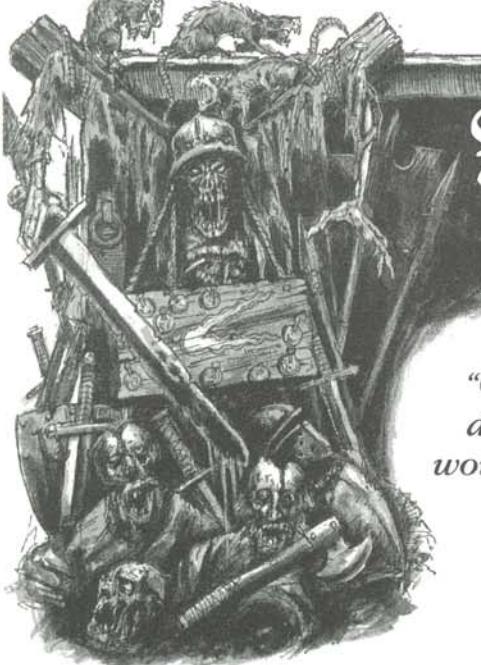
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Power in the Stones

By Daniel Carlson

"Of course there's magic in those stones... but it is dark magic, and only the desperate or the foolish would seek to use it. Woe to us that our times are rich in both desperation and fools."

– Fabergus Reinhardt, Witch Hunter

The value of the wyrdstone shards is not simply the coin that nobles and merchants are willing to pay for them. It is a well-known fact that the stones are rich in magic, and they are said to grant a variety of powers to those that learn to use them. Tales are told among the common folk of stones that caused a certain farmer's harvest to double, or of the stone that made old Herr Grutenbauer's dog speak like a man. True or not, these tales hint at the powerful and chaotic forces at work in the stones. The most common use for the stones' magic has to do with the discovery of the famed alchemist van Hoffman of Reikland. It was he who first observed that Wyrdstone can serve as a catalyst in the transmutation of base metals into gold. This usage of the stones has come to be the primary obsession of those who seek it, for many are willing to pay princely sums for stones that will make them an even larger fortune. Yet there are those who continue to seek the stones for their more arcane uses, and even mercenaries have been known to keep a stone or two that was thought to bring luck, healing, or other magical benefits.

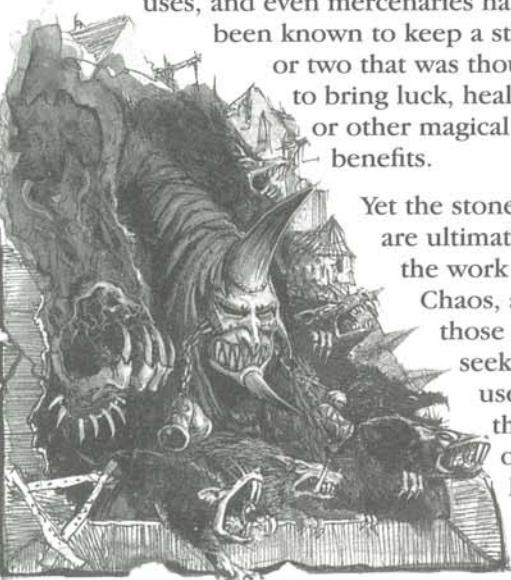
Yet the stones are ultimately the work of Chaos, and those who seek to use them often learn to

fear their magic rather than harness it. For every tale of a harvest that doubled, there are two about the harvests that rotted in the field when exposed to the strange glow of the stones; and for every tale of a dog that learned to speak like a man there are darker tales of animals that turned into a gruesome parody of a man-beast. The tales of magical healings are mixed with many of mutation and death brought on by exposure to the stones. Yet greed is the downfall of many in the City of the Damned, and the greed for power is perhaps the greatest of all...

Note: Witch Hunters, Sisters of Sigmar, Bretonnians, High Elf Shadow Warriors and Dwarfs are all too aware of the corrupting power of the stones, and will not make use of them under any circumstances.

Evaluating Stones

Instead of selling or storing all of a warband's wyrdstone shards, a player may choose to have one or more of their stones evaluated by an alchemist for useful magical properties. This is done during the trading phase of the post-battle sequence (consequently, this means if a stone is chosen to be evaluated and yields no special power, it cannot subsequently be sold until after the next battle). Instead of searching for a rare item, a hero may take one shard of the warband's wyrdstone to an alchemist. Numerous alchemists have flocked to Mordheim to study the stones, and they ply their trade from tents and wagons in the encampments around the city. Alchemists are known for their greed, however, and they do not provide their services for free; for each stone evaluated, the warband must pay 20 gold crowns. When the stone is evaluated, roll 2D6 on the chart opposite:



2 Spell Stone. Any model who carries this stone into battle may cast one randomly determined spell for the duration of the battle, using the normal rules for spell casting. The spell should be determined at random from the Lesser Magic spell list, and a different spell should be generated before each game in which the stone is used. This means the stone will be more useful in certain battles than others, depending on which spell it happens to provide for that game.

3 Stone of Regeneration. Any model who carries this stone into battle will regenerate lost wounds at a rate of one Wound regained each recovery phase. A model carrying this stone treats all stunned results it suffers on the Injury Chart as knocked down.

4 Stone of Might. A model who carries this stone into battle will have one characteristic increased for the duration of the battle. Roll a D6 to see which characteristic is affected before each battle:

1 +1 Initiative	4 +1 Toughness
2 +1 Movement	5 +1 Attacks
3 +1 Strength	6 +1 Wounds

Note that this temporary boost may take a characteristic above normal racial maximums.

5 Stone of Warding. A model who carries this stone will not be affected by hostile magic spells on a D6 roll of 4+.

6-8 No beneficial powers.

9 Stone of Luck. A model who carries this stone may re-roll any dice roll he makes once per game. The second roll must be taken. This power may not be combined with other 'luck enhancements' like the spell Luck of Shemtek to yield re-rolls on top of re-rolls, though it may be used to give a model affected by these enhancements one additional re-roll during the battle as normal.

10 Stone of Skill. A model who carries this stone into battle will have one characteristic increased for the duration of the battle. Roll a D6 to see which characteristic is affected before each battle:

1-2+1 Weapon Skill	3-4+1 Ballistic Skill	5-6+1 Leadership
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Note that this temporary boost may take a characteristic above normal racial maximums.

11 Stone of Healing. A model who carries this stone may heal one model within 2" of him (including himself) during each recovery phase. The warrior regains one lost Wound. Note that this healing is only beneficial to models who have more than one Wound on their profile.

12 Stone of Protection. A model who carries this stone has their armour save improved by one point (i.e. a 5+ save becomes a 4+ save). Note that no model may ever have a save better than 1+. If the model has no armour, the stone gives him a 6+ armour save.

Using Stones

Stones may only be used by heroes, just like other equipment. No hero may ever carry more than one stone at a time (the combined Chaotic magic would instantly turn them into Chaos Spawn). Using a wyrdstone's power is always a dangerous undertaking and to represent this, after every battle, each hero who carried a stone must make a check to see if they have been adversely affected by their

usage of the stone's power. Make the check by rolling 2D6 for each hero: a roll of 2, 3, 11 or 12 indicates that they have been affected. Skaven, having a natural tolerance for warpstone, are only affected on the roll of 2 or 12. Roll a D6 on the following chart over the page to see what has happened to affected models.

1 Spawn! The model has succumbed to the raw mutating force of Chaos, and becomes a terrible Chaos Spawn. See 'Becoming a Chaos Spawn' below.

2 Weakened. The model has lost some of its life force to the stone. One of the model's characteristics is permanently reduced by one. Roll 2D6 to see which characteristic suffers:

1-2 Movement

5-6 Strength

3 Weapon Skill

7-8 Toughness

4 Ballistic Skill

9-10 Initiative

11-12 Leadership

If any characteristic is reduced to 0 as a result of the weakening, the model becomes a Chaos Spawn. See 'Becoming a Chaos Spawn' below.

3-4 Sickened. Exposure to the stone's magic has made the warrior physically ill. He must miss the next battle while he recovers.

5-6 Mutation! The corrupting power of Chaos has caused the model to gain a mutation. Roll on the Random Mutation Table (see below).

Becoming a Chaos Spawn

Chaos Spawn are the wretched remains of one who has tasted the power of Chaos and proved unable to withstand its mutating touch. Wracked with waves of mutation and change, a warrior is reduced to a monstrous beast of fangs, tentacles, eyeballs, and other horrific growths. Their mind is forever shattered, and they become a gibbering and mindless servant of Chaos. Typically, when a being meets this fate, his former comrades will put him out of his misery with a swift death... unless that seems like too dangerous a task to attempt, in which case they will simply herd the beast away down one of Mordheim's winding alleys or into the sewers. There are, however, some who have a desire for and affinity with Chaos Spawn that allows

them to keep their mutated friend among their ranks as a weapon and pet to use against their enemies.

If one of your heroes becomes a Chaos Spawn he is considered to be lost to the warband, unless your warband is from the Cult of the Possessed or Skaven. Followers of Chaos have a sort of semi-reverence for these mindless beasts, and the Skaven have long been adept at training and using the products of wyrdstone-induced mutation.

When the hero 'Spawns', any armour they were wearing is lost in the storm of violent mutation that overtakes the unfortunate warrior. Weapons and equipment are abandoned by the creature, however, and may be reclaimed by the warband. The new Spawn retains its previous characteristic profile and any existing mutations, and immediately gains an additional D6 mutations which should be generated on the Random Mutation Table. If the hero was previously a spell caster, all spell casting ability is lost. If the model became a Spawn as the result of a characteristic being taken down to zero, that characteristic becomes a 1 on the Spawn's profile. The Spawn's Movement characteristic may be deleted, as the Spawn is now subject to a special rule that governs its movement on the table top. The Spawn is now subject to the following special rules:

Fear: The Spawn now causes *fear*.

Psychology: The Spawn is immune to all psychology rules.

Movement: Instead of normal movement,



each movement phase, the Spawn moves 2D6" towards any enemy model. The Spawn must move *straight* towards an enemy, though this need not be the nearest enemy, and may be an enemy the Spawn cannot even see (Spawn have a plethora of senses, magical and otherwise that tell them where their foes are). If this movement brings the Spawn into contact with any model, friend or foe, the Spawn immediately attacks it, and will continue to fight in following rounds until the other model has been taken out of action or fled. Spawn may move up ladders and stairs, and may even attempt to climb walls subject to the normal climbing rules.

The Spawn will not gain any experience points from future battles; it is far too mindless to learn from its actions.

The Spawn should be represented by an appropriate model. While this could be one of the Chaos Spawn models from the Warhammer line, it's probably more satisfying and fun to make your own. Spawn are the ultimate you-can-do-no-wrong conversion project, where you can throw together all sorts of stray bits to make a really unique model.

Random Mutation Table

Mordheim is a city under the sway of Chaos, and with Chaos comes mutation and change. There are numerous ways by which a warrior can be afflicted with mutation, and there are some who actually seek out mutation as a 'reward' of the Chaos Powers. While mutations

are not always harmful, and indeed can often be helpful, they are a mark of Chaos, and as such those who bear them are feared, shunned and persecuted throughout the Empire.

The following is a table used to generate the colourful, exotic, and sometimes debilitating mutations that will be visited upon certain warriors at certain times (i.e. as a result of exposure to Wyrdstone, for example). The table may also prove useful to Gamemasters who want to quickly generate some interesting mutants for a special scenario. The table uses a D66 roll, just like the Heroes Serious Injuries table in the rulebook. If the mutant rolls a mutation that it already possesses, re-roll it until a new mutation is generated.

Note: The great danger of mutation is that it will ultimately overwhelm the victim with the corrupting power of Chaos, reducing them to a monstrous and mindless Chaos Spawn. To represent this danger, if a warrior ever has a characteristic reduced to zero as the result of a mutation, they immediately degenerate into a loathsome Chaos Spawn (see the full rules for Chaos Spawn above).

Any member of a human, mercenary warband (this includes both Ostlanders and Averlanders) that receives a mutation marked with * is immediately drummed out of the warband by his suspicious peers. Remove the hero from the roster, his equipment is lost.



Roll a D66



11 Acid Spray*. The mutant can spit acid at its foes. The acid spray uses the mutant's Ballistic Skill to hit, just as if the mutant were firing a missile weapon. The spray has a range of 8", and a Strength of 4. The mutant does not suffer any penalty for spraying a target at long range, nor does the mutant suffer any penalty for moving and spraying in the same turn.

12 Atrophy. A part of the mutant's body has become shrivelled and atrophied. Roll a D6:

1 head. The mutant is now subject to stupidity.

2-4 arm. The mutant loses the usage of one arm. The mutant may only use a single one-handed weapon from now on. If both arms are lost the mutant must be retired from the warband unless it possesses a tail or bite attack of some kind.

5-6 leg. The mutant loses the usage of one leg. Divide the mutant's Movement in half, rounding up. If both legs are lost, the mutant must be retired from the warband.

13 Beaked*. The mutant has a beak like that of a bird or octopus, though its other facial features remain unchanged. Unless the mutant already possesses a bite attack, the mutant may make an additional attack in each hand-to-hand combat phase due to its vicious bite.

14 Beweaponed Extremities*. The mutant's hands are turned into weapons! The mutant may no longer use other weapons or equipment that would require the usage of hands.

On the plus side, it no longer has to worry about being caught without a weapon! The mutant will gain the normal extra attack in

Power in The Stones

hand-to-hand for using an additional hand weapon, and the weapon extremities follow the normal rules for weapons of their type (i.e. sword extremities may be used to parry). Roll a D6 for each arm to see what it becomes:

1-2 sword, 3-4 mace, 5-6 axe. If the mutant grows two sword extremities, it may re-roll failed parries just as if it had a sword and a buckler.

15 Blackblood. If the model loses a wound in close combat, anyone in base contact with the model suffers a Strength 3 hit (no critical hits) from the spurting corrosive blood.

16 Brightly Patterned Skin* The mutant's skin becomes brightly coloured with contrasting stripes, spots, or other patterns. No effect on play, but a great excuse to paint an interesting new model!

21 Burning Body*. The mutant's body is constantly burning with flickering tongues of hellish flame and burns with unnatural light. The warrior may not carry any weapons or armour unless they are magical, or forged from Gromril or Ithilmar. The mutant does not suffer the usual penalties for fighting with his fists (no -1 to the mutant's Strength,



enemies do not add +1 to armour saves). The mutant always counts as having a lantern. Any model in base contact with the mutant suffers an automatic Strength 2 hit at the beginning of each close combat phase. The flames cannot cause critical hits.



22 Cloud of Flies. The mutant is permanently surrounded by a great swirling mass of flies. Opponents in close combat with the mutant are at -1 on all to hit rolls, as the flies buzz into eyes, noses, and mouths.

23 Cloven Hooves*. The warrior gains +1 Movement.

24 Crystalline Body*. The mutant's body becomes living crystal, which is tough, but easily shattered. The mutant's Toughness becomes 6, while its Wounds become 1.

Neither of these attributes can subsequently be altered by experience or mutation. If an experience advance indicates a change in one of these characteristics, re-roll the advance until a different characteristic advance is obtained.



25 Elastic Limbs*. The mutant's arms can stretch out, allowing the mutant to attack from a distance. If the mutant is not in base contact with an enemy model at the beginning of the hand-to-hand combat phase, it may make one hand-to-hand attack against a single visible enemy within 6" of the mutant. The enemy does not get a chance to fight back.

26 Enormously Fat. The mutant becomes enormously fat and bloated. Divide its Movement in half, rounding up; add +1 to its Toughness; and reduce its Initiative by 1.

31 Extra Arm*. The mutant may use any single-handed weapon in the extra arm, giving him +1 attack when fighting in hand-to-hand combat. Alternatively, he may carry a shield or buckler in the extra arm. If a mutant who is

unable to use weaponry (i.e. Possessed, Chaos Spawn, etc.) gains this mutation, they simply gain an extra attack; they are still not permitted to use weapons.

32 Extremely Thin. The mutant becomes a matchstick figure, sickly thin and bony. Divide its Toughness in half, rounding up.

33 Eyestalks*. The mutant has stalked eyes, similar to a crab. The mutant now causes fear.

34 Fangs*. The mutant grows huge fangs, giving it an extra bite attack (unless it already has one) in each hand-to-hand combat phase. The bite attack uses the mutant's normal Strength.



35 Furry*. The mutant grows a covering of long, dense fur. The mutation changes the mutant's appearance only; and has no effect on its profile.

36 Great Claw*. One of the mutant's arms ends in a great, crab-like claw. He may carry no weapons in this arm, but gains an extra attack in hand-to-hand combat with a +1 Strength bonus.

41 Hideous. The mutant causes fear, and is seldom invited to parties.

42 Horns*. The mutant's head grows horns, and it gains an extra gore attack in hand-to-hand combat at the mutant's normal Strength. The mutant may no longer wear a helmet.

43 Iron Hard Skin*. The mutant's skin is covered in iron and steel scales. The mutant's armour save is improved by +1 (i.e. a 5+ save becomes a 4+). Note that a warrior's armour save may never improve to better than a 1+ save. If the mutant has no armour, their skin alone gives them a 6+ armour save.

44 Mace Tail*. The mutant grows a flexible tail with a mace-like bony tip. Unless it already has a tail, the mutant gains an extra tail attack in each hand-to-hand combat phase at the mutant's Strength +1. If the mutant already has a tail, it will have to decide at the beginning of each hand-to-hand phase which tail it wishes to use.

45 Moronic. The mutant's mind shrinks. The mutant is now subject to stupidity.

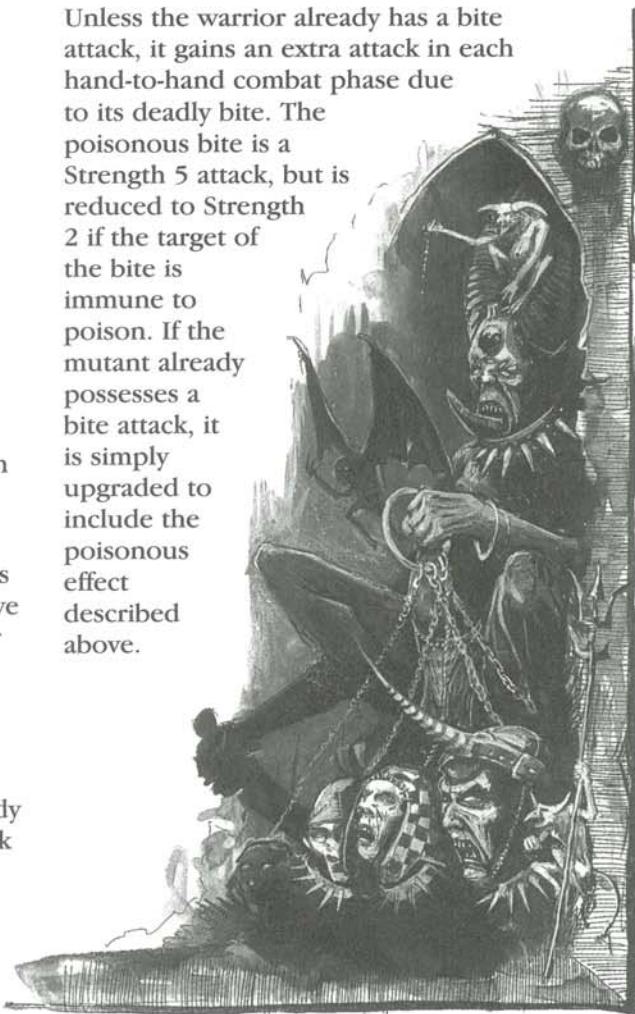
46 Plague Bearer*. The mutant carries a hideous, Chaos-tainted disease. The mutant's limbs are covered in open sores, and the mutant is dramatically weakened by its condition.

Reduce the mutant's Movement and Initiative by -1. Any time the mutant hits an enemy in hand-to-hand combat, there is a chance they have infected their foe with this debilitating disease: the enemy model must roll equal to or less than its Toughness on a D6 to avoid contracting the sickness. If the roll is higher than the model's Toughness, they suffer the -1 to Movement and Initiative penalty for the rest of the battle, (after which it is assumed they get immediate herbal remedies and plenty of rest to keep the disease from setting in permanently!). The Plague Bearer may not infect the same model more than once in a single battle. In addition, the Plague Bearer's ghastly appearance means it now causes fear.

51 Poisonous Bite. The mutant grows small fangs which can secrete a potent poison.

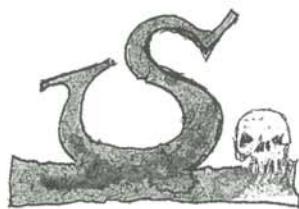
Unless the warrior already has a bite attack, it gains an extra attack in each hand-to-hand combat phase due to its deadly bite. The

poisonous bite is a Strength 5 attack, but is reduced to Strength 2 if the target of the bite is immune to poison. If the mutant already possesses a bite attack, it is simply upgraded to include the poisonous effect described above.



Power in The Stones

52 Prehensile Tail*. The mutant grows a prehensile tail. Unless the mutant already has a tail attack, he gains an additional attack with this tail in each hand-to-hand combat phase. The mutant may hold and use any single-handed weapon in the tail, or alternatively, he may carry and use a shield or buckler with it. If a mutant with other tail attacks does use an equipped prehensile tail in a hand-to-hand combat phase, he may not use any of his other tail attacks during that phase; a single tail must be selected for use at the beginning of each hand-to-hand phase. If a mutant unable to use weaponry (i.e. Possessed, Chaos Spawn, etc.) gains this mutation, they simply gain an extra attack (unless they already possess a tail attack); they remain unable to use weapons.



53 Regeneration. The mutant can often heal instantly from wounds it suffers in battle. When the mutant suffers one or more Wounds, it may try to regenerate the damage.

Roll a D6: on the roll of a 4+, the mutant has instantly healed itself back to full Wounds. If less than a 4 is rolled, the mutant's regenerative powers have been temporarily exhausted, and it may not attempt further regenerations for the remainder of the battle.



54 Resilient. The mutant's skin thickens, or becomes scaly, or otherwise increases its resilience to damage. Increase the mutant's Toughness by +1.

55 Scorpion Tail*. The mutant has a long barbed tail with an envenomed tip, allowing him to make an extra Strength 5 attack in each hand-to-hand combat phase (unless the mutant already has a tail attack, in which case it will have to select a single one of its available tail attacks in each hand-to-hand phase). If the model hit by the tail is immune

to poison, the Strength of the hit is reduced to 2.

56 Skull Face*. The flesh of the mutant's face dissolves, leaving a skull. The mutant now causes fear.



61 Spines*. Any model in base contact with the mutant suffers an automatic Strength 1 hit at the beginning of each close combat phase. Spines will never cause critical hits.

62 Stunted. The mutant's body becomes hunchbacked and stiffened. Reduce the mutant's Movement and Initiative by -1.

63 Suckers*. The mutant's limbs are covered in adhesive suckers. The mutant automatically passes Initiative tests when climbing.

64 Tentacle*. One of the mutant's arms ends in a tentacle. He may grapple his opponent in close combat to reduce his attacks by -1, down to a minimum of 1. The mutant may decide which attack his opponent loses.

65 Warts. The mutant is covered in repellent warts. The mutant's profile is unaffected.

66 Wings*. The mutant grows a pair of feathered or bat-like wings. The wings are not strong enough to allow the mutant to fly in the proper sense, but they do allow the mutant to glide down from an elevated position. If the mutant is above the table-top surface (on a roof, walkway, etc.) it may glide down at a rate of 2" horizontally for each inch of downward vertical movement.



Mutations

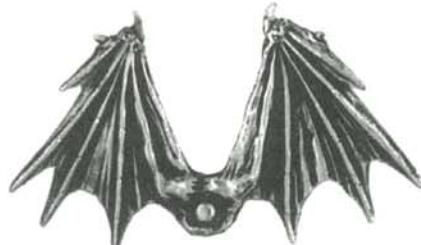
To help convert mutations onto your models we've found these bits in the Mail Order vaults. There is also a Chaos Spawn in the Warhammer range which we have shown below.



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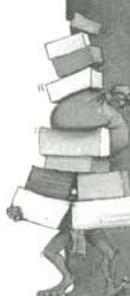
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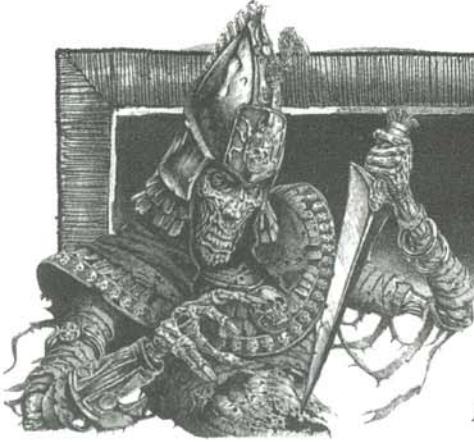
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The Mummy

By Rob Houdesh

'Arise noble creature. May your life-force grow strong. May your heartbeat begin anew. May your will be at my desire...'

Rites of binding – translated from the original Nebekbara text

Before the catastrophe that befell Mordheim, it was home to many wealthy Merchants and Wizards. Many of these were great entrepreneurs and historians interested in the many and varied mysteries of the world. They collected relics and antiquities from all corners of the globe. All manner of items were collected: art and pottery from Tilea; jewel-encrusted glyphs from far off Lustria and ancient scrolls, books and even sarcophagi from myth shrouded desert lands of Khemri. Not all of these sarcophagi were, of course, empty...



Many an archaeologist or unscrupulous tomb robber made a tidy profit by selling the relics and idols of Khemri to the more morbid and sinister of Mordheim's residents. Of course, it wasn't just wise sages or pretentious nobles who sought the lost treasures of Khemri, many were shady warlocks who studied the dark arts.

A tale has slowly filtered back to the taverns and drinking dens of the encampments surrounding the City of the Damned. This tale tells of a Necromancer who discovered one of these valuable finds amongst the ruins of the city. He made discovery of a sarcophagus that contained the mummified remains of the dread Tomb King KaHotep of Khemri. The Necromancer was apparently slain by the Tomb King after awakening him from his centuries-long slumber and trying to bend him to his will.

Apparently the mummy is still at large haunting the dark streets of Mordheim and has reputedly gathered a host of skeletons as his servants and warriors to protect his hoard of treasure and ancient artefacts. It is rumoured that if a brave warband can find the mummy and slay him that the riches he will discover in the Mummy's lair will be a king's ransom.

Needless to say many warriors whose greed has made them foolish are out searching the ruins of Mordheim for a monster's gold.

In this scenario the warbands have discovered the lair of an Undead Mummy and are trying to steal its treasure.

Warbands

2-6 Warbands of any race/alignment and an arbitrator.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. The first building to be placed is the tomb building and should be placed in the centre of the table. If you are playing with two players use a 4x4 table, if you are playing with 3-6 players use a 4x6 Table. Setup: each player rolls a D6 and whoever rolls highest sets up first. Use the standard deployment rules (i.e. for two player game pick a table edge and set-up within 8 inches of it, with no warband member being closer than 8 inches from an enemy warband member.) For 3-6 players use the multi-player set-up rules.



Special Rules

The warbands know the mummy's hoard is in the warehouse area of the docks in Mordheim but only a detailed search of the surrounding buildings will uncover it. Each time a member of a warband (not animals or brainless Undead such as Zombies) enters a building that has not been previously searched, roll 2D6, on a result of 10+ the member of the warband has found the mummy's treasure hoard. Players may not search buildings in the deployment zone as they have already been searched, and may only search a building once. If none of the players have scored a 10+ when there is only one building left, the hoard is automatically found within that building and the mummy and its skeleton guardians are then placed by the arbitrator (or if you don't have one randomly select an opposing player) within 8" of the building.

KaHotep the Mummy

Mummies are the bandage-covered corpses of the Priest Kings of Nehekara. The Priest Kings were obsessed with death and strove to find a way to cheat it. On their deaths their bodies would be bandaged and embalmed in mysterious chemicals designed to keep the corpse from deteriorating and to keep the soul close by.

KaHotep is one of the aformentioned Priest Kings although not as powerful as Settra, who ruled the great city of Khemri. KaHotep was none the less a powerful warrior and ruler in his lifetime.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	0	5	5	3	3	3	8

Weapons/Armour: Two massive clawed fists, which count as hand weapons, the extra attack for using two hand-to-hand weapons is included in his profile.

Causes Fear: The mummy is a terrifying Undead creature that causes *Fear*.

Flammable: Being a mummy (and wrapped in oil-soaked bandages) KaHotep takes double damage from fire based attacks.



No Pain: KaHotep being undead suffers no pain so treat Knocked Down as Stunned.

May not Run: Being Undead KaHotep may not run (but may double its movement to charge).

Two Tomb Guardians per Warband

As a High Noble of Khemri, KaHotep had a loyal bodyguard of Tomb Guardians and when he died, they were buried in his pyramid to guard him in the afterlife. As a part of the curse KaHotep has revived these guardians that were brought with him to Mordheim to help him find the book of KaHotep so that he can retain his everlasting life

Tomb Guardians have the following profile.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	5

Weapons/Armour: Tomb Guardians are armed with swords, wear light armour and shield.

Causes Fear: Tomb Guardians are terrifying Undead creatures that causes *Fear*.

No Pain: Tomb Guardians being undead suffer no pain so treat Knocked Down as Stunned.



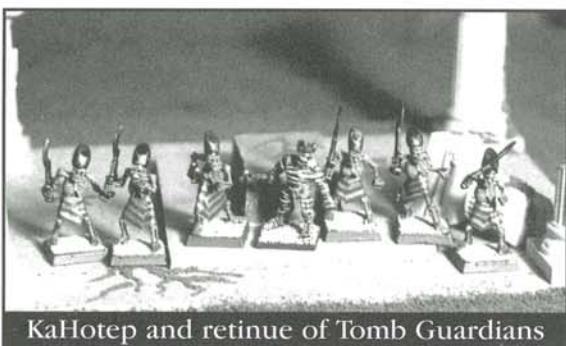
KaHotep

May not Run: Being undead Tomb Guardians they may not run (but they may double their movement to charge).

Once the mummy has been put out of action the tomb guardians will turn to dust, all tomb guardians still in the game will immediately go out of action.

The Mummy Phase: Immediately after KaHotep has been deployed (when his hoard is discovered) he gets a turn. This turn works exactly like a normal players turn. KaHotep will be able to charge, cast spells recover from damage etc. KaHotep will not leave his tomb area except to charge a warrior who is within 6 inches of the tomb, if any warrior enters the tomb building KaHotep will leave combat (opponents get a free strike as he leaves) and will attempt to get into close combat with the player who desecrated his tomb.





KaHotep and retinue of Tomb Guardians

Starting the Game

Each player rolls a dice and the player with the highest roll going first.

Ending the game

The game ends when KaHotep is put out of action, and one warband is only one to have any models within 6" of the hoard.

Experience

+ 1 Survives. If a warrior or henchmen group survives the battle they gain +1 exp.

+ 1 Winning Leader. The leader of the winning warband gains +1 exp.

+ 1 Per enemy out of action. Any Hero earns +1 exp for each enemy he puts out of action.

+ 1 Wounding the Mummy. Any Hero or

henchman group earns +1 exp for wounding the mummy.

+ 2 for putting the Mummy Out of Action. The Hero that puts KaHotep Out of Action earns +2 exp.

+ 1 for Finding the Hoard. The Hero that finds the Hoard earns +1 exp.

Treasure Hoard

Once KaHotep has been vanquished, the warriors are free to loot the hoard. Unfortunately most of the hoard consisted of ancient scrolls and pottery from the tomb of KaHotep and was trampled by the previous warband when they were searching for the hoard. But a modest amount of the treasure still remains buried in the ruin. Roll 1D6 for each item separately except for gold crowns which you automatically find.



5D6 Gold Crowns: Automatic, Lucky Charm, 4+ Gromril sword, 5+ Suit of Heavy Armour, 5+ Suit of Light Armour, 4+ Suit of Light Armour, 4+ Shield, 4+ Helmet 4+ D3 Swords, 4+ D3 Gems worth 10 gc each, 5+ Jewellery worth D6x10 gc, 5+ Telescope, 5+ Dispel Scroll, 5+ Bugman's Ale, 4+ tome of magik.

Silence covered the underground chamber like a thick choking blanket. Two Reiklanders moved tentatively forward, stepping over fallen debris and moving dust that has remained still since the comet's untimely arrival upon Mordheim. There it was, a vast hoard of gold and jewels heaped in the corner as a gardener would dump compost for his plants. Heinrich gave an involuntary gulp and quickened his pace, any pretense of remaining silent forgotten in his excited rush to get to the gold before him. Ronard, the more experienced and older held back and continued to look round like a cat on tender-hoops.

A low moan escaped from one of the many darkened alcoves. Ronard immediately raised his halberd and Heinrich stopped and nervously looked around. Again the moan sounded, much closer than before. Heinrich opened his mouth to say something but was stopped dead as a skeletal figure dropped, cat-like, from the ceiling next to him – its ancient sword already moving in a deadly arc. Heinrich screamed in sheer terror but this was cut short as his head left his body falling to the floor with a dull thud.

The Tomb Guardian looked directly at Ronard, its empty eye sockets seeming to stare straight into his terrified soul. Two more guardians dropped from above but Ronard needed little more excuse to turn and run. Scrabbling over the debris he headed down the thirty foot tunnel for the safety of daylight. Ten feet from the entrance he collided with someone and fell to the ground heavily. Not looking he tried to shove the fool out of his way. It was only then he realised he was looking into the glowing red eyes of an ancient Undead mummy...

The Mummy

The Warhammer Range contains a massive selection of Undead. Here's a suitable selection of mummies and their like. The Armoured Skeletons make excellent Tomb Guardians.

All models on this page £2 (+p&p)



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MUMMY 6
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MUMMY 7
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MUMMY 8
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Write in with your opinions to:

More Weapons

Congratulations to Tuomas for developing an enthralling and very playable game. I would like to propose two new weapons for Mordheim.

The 'Volley Pistol' is a rare firearm with several barrels spread in a fan like pattern. Difficult to load, it can only be fired once per game. When fired roll a D6. On a roll of 1 consult the blackpowder misfire table. Otherwise, all targets within 6" of the welder in a 45 degree arc (Make a template) take a S3 hit. Standard blackpowder damage bonuses versus armour apply. The cost is 35 gc, and it is rare (9+ to find).

The Glaive is a polearm with a sword-like blade and crossguard on the end of its haft. It must be used two-handed. It strikes first in the combat phase, like a spear, and can parry like a sword. It does normal damage, and critical hits are from the thrusting weapon chart. Cost is 15 gold coins, and it is readily available.

I hope these prove interesting.

David M. Leone, Baltimore, USA.

Leaping Lizards

When will the rather excellent Lustria be combined into one supplement? I've enjoyed the new setting but I do think it's time to bury the hatchet and move on. So a complete supplement would be nice to finish it off.

On a similar note I would like to congratulate Robert Walker and Roger Latham the authors of Blazing Saddles. This was a fine article – more of the same please!

Joey, Portsmouth

The Lustria supplement is due out next year, sometime after Christmas. So keep playtesting and give us the feedback.

Starting Warbands

In a campaign, the warband you take at the start can lose or win you the campaign. It is the starting roster that will act as a template for your overall and eventual warband. And here are my tips on making a good starting warband.

1. Maximum number of Heroes: a simple equation for Mordheim is Heroes = Money. The more Heroes you take, the more will survive, and the more money you will get. Heroes are also the individuals with access to rare goods, experienced henchmen and Dramatis Personae. Your Heroes generally have the best profiles, and even when they do not, they advance the fastest and can take skills, so they are fairly soon among your most effective members, if not your most effective members. Yes, even a pants-looking Youngblood. Now obviously, some warbands cannot take full sets of heroes, but the general rule is every available hero should be brought.

Each warband has a different set of heroes, and each comes out as different money for occasionally different number of models. These are: Mercenaries: 160 gc for five models; Possessed: 340 gc for five models (these have to take limited numbers); Witch Hunters: 175 gc for five models; Sisters of Sigmar: 200 gc for five models; Undead: 205 gc for five models; Skaven: 225 gc for six models; Dwarfs: 235 gc for four models; Orcs and Goblins: 200 gc for four models; Beastmen: 275 gc for five models; Pirates: 160 gc for five models; Shadow Warriors: 250 gc for five models; Averlanders: 180 gc for five models; Halflings: 140 gc for four models

This works out on average at: Mercenaries: 32 gc on average per Hero; Possessed: 68 gc on average per Hero; Witch Hunters: 35 gc on average per Hero; Sisters of Sigmar: 40 gc on average per Hero; Undead: 41 gc on average per Hero; Skaven: 37.5 gc on average per Hero; Dwarfs: 58.75 gc on average per Hero; Orcs and Goblins: 50 gc on average per Hero; Beastmen: 55 gc on average per Hero; Pirates: 32 gc on average per Hero; Shadow Warriors: 50 gc on average per Hero; Averlanders: 36 gc on average per Hero; Halflings: 28 gc on average per Hero.

Now they are not cheap, but every warband except Possessed should start with maximum Heroes, and even Possessed should be heading for all Heroes at full steam.

2. Experience gaining henchmen: there are various splits available for henchmen, and one of the most obvious is that some gain experience and some do not. The does nots are routinely cheaper and since most of them are animals do not need equipment, but you should aim to get XP gainers where at all possible. These henchmen will serve well, fighting bravely and doing what you want generally as much as non-gainers, and halfway through the campaign you do not realise everyone is too tough for them now. Besides, as a general rule of thumb, gainers are a good sight more reliable as they have higher Ld.

3. Quantity vs. Quality: do you max out a chosen few, or do you take loads and loads of men? That is the question. I favour quantity myself, as quantity can do more damage when lucky by far, and roughly tend to be even with moderate luck. The argument behind quality is that eventually you catch up and your superior armaments start to win you battles, but I just do not believe it. This is not to say that you should just ignore weapons: everybody should have the weapon that they need for their job. But extravagances should be avoided. Armour is a common one anything with Blackpowder, an axe or high S can generally make a mockery of armour and even when this does not occur, it still rarely does the trick. The most I ever go to at first is armour for my leader, and even that is not common for me.

4. Rout tests: with careful planning, you can dampen the effects of rout tests. The first and most obvious is inclusion of as many high leadership types as possible. The next is to try to bolster your warband where possible to 9 rather than 8, 13 rather than 12. In short, get over the limit to how many go out before you start looking like breaking.

5. Hired Swords: a person on the Mordheim mailing list came up with a formula that said you can afford to pay upkeep fees of up to your number of heroes x 5. That is certainly as much as you are paying. In short, however, I believe that since Hired Swords cost large amounts to upkeep for often-questionable performance, you should simply avoid them for a founding warband. Wait until you are more certain on your cash flow before using them.

6. Large, expensive monsters: now some believe it is hard to win with them in a starting warband, and they are right. They are often temperamental with generally low leaderships and stupidity. They become massive targets for enemy warbands, who will focus their attacks on to them and taking them OOA swiftly. This then leaves your under-powered warband against his. This is not a good situation. Leave them until you can force your opponent to pick between big evil brute and nasty evil hero, then kill them with the one they fail to go for.

7. Flexibility: try to make certain your warband can deal with as many situations as possible. A warband may have to face many different foes in many different scenarios. It is okay to build a close combat monster but it will suffer in breakouts and other missions giving shooty opponents many chances. Defensive warbands lose out at Wyrdstone Hunt, and shooty warbands may have problems when put too close to the enemy. Try to make certain you can cover anything.

8. Strengths and Weaknesses: remember these and play around them! For example, a Skaven warband is strong in mobility, numbers and combat power and may try to build a powerful quick combat machine. An Undead player may counter this with fear causing models exploiting the Skaven's weak Ld. Next battle, the Skaven may attempt to use the Undead's lack of mobility to run rings around them. When playing, try to pick out a weak point of the enemy where you are strong, and combine it with another strong point of yours or weak point of his. In the above example, the Skaven may very well decide to run around the Undead pelting them at close range with missiles. Shooting and Mobility are two notorious weaknesses of Undead, while Skaven have good mobility and powerful short ranged shooting.

And if all else fails, try loaded dice.

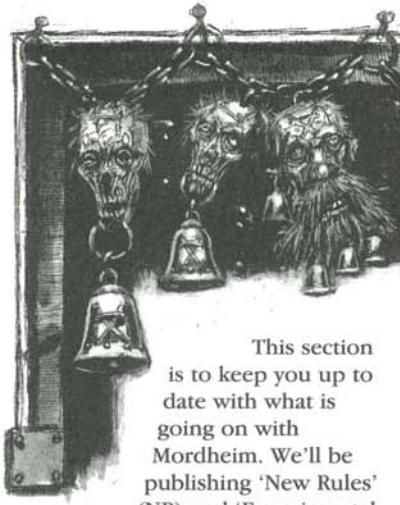
Peter Long

Write in with your opinions to:

Mailbag

*Town Cryer, Games Workshop,
Willow Rd, Lenton, Nottingham, NG7 2WS,
or email: Fanatic@games-workshop.co.uk*

The Watchtower



This section is to keep you up to date with what is going on with Mordheim. We'll be publishing 'New Rules' (NR) and 'Experimental Rules' (ER). The new rules have to be used where applicable, while the experimental rules are optional and can only be used with an opponent's consent. If the feedback on the experimental rules is positive enough we'll upgrade them to New Rules status in future issues of Town Cryer. Every issue of Town Cryer will include this section, and we'll also have a similar page on our web site. Along with other bits and pieces of news and gossip, this section will list the new rules, experimental rules and errata that currently apply to the Mordheim Skirmish System. More importantly it will tell you where you can find this information, by listing the place where the original article was published. If the original source is no longer available, you'll be able to order photo-copied versions for a small fee, and/or you'll be able to find electronic versions of the rules at our web site. We also plan to periodically consolidate any new rules together into supplements that we'll print for Mordheim.

New Rules

Opulent Goods
Rules for buying luxurious wares.
WD239 (Town Cryer 2/Best of TC).

Random Happenings
Events tables for Mordheim.
WD240 (Town Cryer 3/Best of TC).

Dwarf Treasure Hunters
Dwarf warbands.
WD241 (Town Cryer 4/Best of TC).

Chaos on the Streets
Rules for multi-player games.
WD242 (Town Cryer 5/Best of TC).

Da Mob Roolz
Orcs in Mordheim.
WD243 (Town Cryer 6/Best of TC).

Show me the Money
New hired swords.
WD243 (Town Cryer 6).

Beastmen Raiders
Rules for Beastmen warbands.
Town Cryer 7.

Designer's Cut
Tuomas Pirinen adds more choice rules to the mix. *Town Cryer 8.*

Lustria – Cities of Gold
A new setting for Mordheim by the Lustria e-group. *Town Cryers 10-15.*

Sons of Nagarythe
The Shadow Warrior Warband.
Town Cryer 10.

Averlanders
A new Warband. *Town Cryer 10.*

Ostlander Mercenaries
A new Warband. *Town Cryer 11.*

Q & A
Official errata and answers
Town Cryers 11-13.

Ulli & Marquand
Two new Dramatis Personnae. *Town Cryer 13.*

Subplots
Town Cryer 13.

Blazing Saddles
Expanded Mounted rules.
Town Cryer 14.

Out of the Lists
Playing in Albion. *Town Cryer 15.*

Experimental Rules

Ye Olde Curiosity Shop
Rules for extra weapons, equipment and skills. *Town Cryer 7.*

Sewer Rats
Rules and scenarios for sewer fighting.
Town Cryer 7.

Wolf Priest of Ulric
Wolf Priest characters.
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Let the Damned Burn!
Arson and fires in Mordheim.
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New skills and abilities for Vampires.
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A new character. *Town Cryer 12.*

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New hired swords. *Town Cryer 13.*

Pit Fights
Fighting in the pit! *Town Cryer 14.*

Dark Rituals of the Chaos Gods
Summon Demons. *Town Cryer 14.*

Wyrystone Powers
Town Cryer 15.

Miscellaneous

City of Nightmares

Mark Bedford's Skaven take on Alessio's Reiklanders.
WD238 (Town Cryer 1/Best of TC).

Before the Comet
Introductory fiction.
WD239 (Town Cryer 2/Best of TC).

Mordheim Architecture
Nigel Stillman's scenery.
WD239 (Town Cryer 2/Best of TC).

Witch Hunt
Battle report between Possessed and Witch Hunters.
WD242 (Town Cryer 5/Best of TC).

Kidnapped!
New Scenario by Tuomas.
WD243 (Town Cryer 6/Best of TC).

Scourge and Purge
A scenario by Donato Ranzato. *Town Cryer 7.*

Mordheim by Night
Michael Walker chats about Mordheim.
Town Cryer 7.

The Forbidden Square
A scenario by Christian Ellegaard.
Town Cryer 8.

Stake Out
Gav Thorpe sets out an interesting scenario. *Town Cryer 8.*

The Script of Sigmar
A scenario by Paul Smith.
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Customising Ye Warband
Notes on giving your Warband that Latino flavour. *Town Cryer 9.*

The Architects Guide
More tips on building scenery.
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The Lair of the Snake
Another scenario by Christian Ellegaard. *Town Cryer 9.*

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Dylan Owen talks us through his narrative campaign. *Town Cryer 9.*

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Our scenario competition winner. *Town Cryer 11.*

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Scenario with special rules.
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Scenario. *Town Cryer 12.*

Arcane Architecture
Modelling buildings.
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Sword of the Herald
Scenario. *Town Cryer 13.*

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Undead Scenario. *Town Cryer 15.*



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Adventures in Albion

The rules for adventuring in Albion can be found on pages 3-14.



A Dark Emissary outside of his sinister dwelling.



A Truthsayer leads a Middenheim warband through the desolate wastes of Albion.

Town Cryer

Expedition

Brave, intrepid explorers required for an expedition to Araby and the Southlands.

Gather ye at the docks before nightfall.

Bring your own weapons, tent, tools, hot weather clothing and water.

Madame Katrina's Charms

Protect yourself from fell Vampyre and ye accursed Undead.

Special deals on charms and talismans, all relics from across the Old World and beyond.

UNDER THE SIGN OF THE BLIND RAVEN



OBITUARIES

'Dirty' Hans Reinhardt, drowned in a tin bathtub.

Johan the Ratter, they were bigger than he expected...

Franz 'The Invincible', t'was his own fault for lying!

'Lucky' Karl, impaled upon his own sword.

Grim the Trollslayer, crushed by a falling Troll.

WANTED

Juan Cornetto



For the kidnapping of Lady Kaddamia

Last known whereabouts – Marienburg harbour. Believed to have taken ship to Lustria.

2000 Ducets reward

By order of Prince Guido Kaddamia of Trantio.

Representatives of house Kaddamia can be found at the Tilean encampment.

AMAZON BRIDES

Finest Amazon brides available in all sizes and fighting fit. Able to catch your dinner and cook it too!

Added bonus they never grow old!

Ask for Tired Umberto in the Tilean encampment.

SCRIBE'S HONOURABLE MENTION

Donato Ranzato & Steve Cornette



Join the club

DWARF MEN'S CLUB

Are you looking for like-minded, crazy individuals for beer-quaffing, spitting and Dwarf throwing?

Of course you are! Come join the festivities and toss a Dwarf.

WELLENSTAG, BEHIND THE TWISTED GOAT INN
No axes required

CONGRATS

To the late Grim Gromson
'You finally got yourself killed!'
From Gurni and the gang

Missin'

Small lever bound books. Last seen at da Twisted Goat under a pile ov mushrooms.

Return to Basha at Creepy Crawlez fer a reward.

An' don't go peekin, ya gits!

FOR SAYLE

One secondhand lucky talisman. Does not work on Vampyres though.

50gcs

Contact
'Pale' Victor at the Barrows Inn



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